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POKéMON STADIUM TOUR
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Disney's
Tarzan
Be Tarzan, You Game?
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IT'S A JUNGLE IN HERE ROUNDED UP

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DONKEY KONG 64

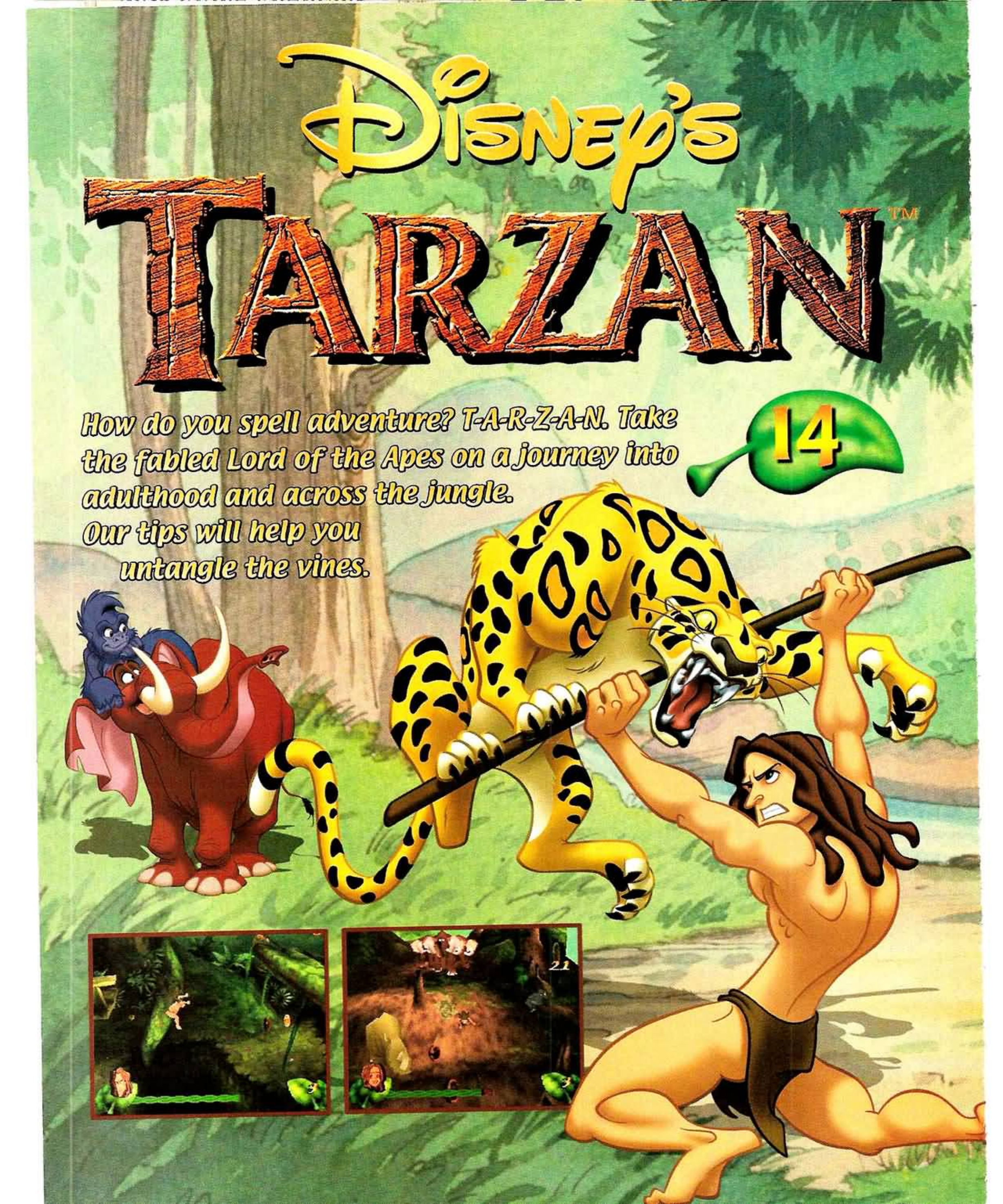









"A backstory that sounds like the X-Files meets Tom Clancy"
- Nintendo Power
"The tension and excitement... is enhanced with superior AI that will have the enemy breathing down your neck..."
- GameFan.com
"Think of it like Doom meets Command and Conquer"
- N64.IGN.com
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Disney's
TARZAN™
How do you spell adventure? T-A-R-Z-A-N. Take the fabled Lord of the Apes on a journey into adulthood and across the jungle.
Our tips will help you untangle the vines.
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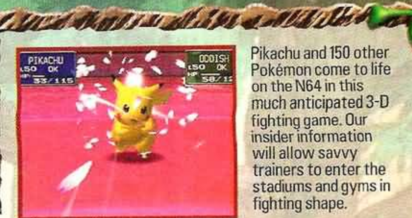
STRATEGY

SPECIAL FEATURES

EVERY ISSUE

POKéMON STADIUM

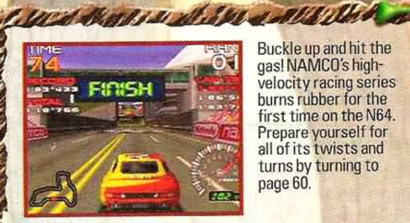
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Pikachu and 150 other Pokémon come to life on the N64 in this much anticipated 3-D fighting game. Our insider information will allow savvy trainers to enter the stadiums and gyms in fighting shape.

RIDGE RACER 64

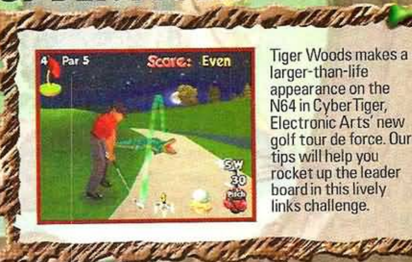
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Buckle up and hit the gas! NAMCO's high-velocity racing series burns rubber for the first time on the N64. Prepare yourself for all of its twists and turns by turning to page 60.

CYBERTIGER

72



Tiger Woods makes a larger-than-life appearance on the N64 in CyberTiger, Electronic Arts' new golf tour de force. Our tips will help you rocket up the leader board in this lively links challenge.

BIONIC COMMANDO

100



The NES classic makes a bionic grappling leap to Game Boy Color, and it looks better than ever. We'll help you make the most of your cybernetic abilities. Claw through our tips and maps.

player's pulse

To all of the friendly gamers who responded to our request for opinions on video game delays: Thank you for some sound advice. We'll take your thoughts to heart. To the anonymous e-mailer who sent 4,000 messages that said "Perfect Dark Now!" over and over: Thanks for giving us finger cramps in our deleting digit!


Joseph Gerdvil • San Juan Capistrano, California

The (Perfect) Dark Side

In reply to the Write Away Right Away in issue 126, you should always make a game as good as it can be. But I think that you shouldn't give a release date until you are very sure that the game can come out at the time you say it will. I can wait, but I was hoping to buy Perfect Dark during the holidays. Oh well...you did the same thing with Zelda: Ocarina of Time, and all I can say is I'm glad you did.

William Nienass
Melbourne, FL



Jonas Bomersbach • Wayne, Pennsylvania

If you can't commit to a date, then be vague. Don't announce dates unless it's absolutely necessary or you know it's a release so huge it can't possibly miss its date.

Dexter
Via the Internet

I don't think companies should release a date about a game until they have thoroughly tested it and it needs no other changes. Then their release date would be right on, unless there was a problem getting it made or delivered to stores.

Patrick O' Haley
Via the Internet

I think they should do the best they can on games and shouldn't give the release date until they're all done fixing the bugs and all that bad stuff! I buy games all the time and to be honest, not all of them are great. I would rather buy a great game and have fun with it far longer than an average game.

Lucas Pearson
Thief River Falls, MN



Kristel Drolet • Alma, Québec

I think that delaying Perfect Dark so you could make it as good as it can be was a good choice. But I think that delaying for more than six months would be a bad decision because we would get sick of waiting! Besides, we want to know what the great difference will be. Better graphics, more story, more levels—what's the delay for?

Jose De La Torre
Maywood, CA

I think it's okay to release games late. As the great George Lucas noted, "A famous filmmaker once said that films are never completed, they're only abandoned." I'm sure the same applies to video games, so let's cut those gamemakers a little slack!

Scott
Via the Internet

I think you should make a game as good as it can be by fine-tuning it. If you did put it out earlier we wouldn't have as much time to bug our parents to buy it.

Jon Raciunas
Via the Internet

Every game on the market seems to be delayed. True, this brings a higher quality game, but delays can sometimes be a hassle.

Alan Hable
Via the Internet

Wow. We were expecting a flood of angry letters proclaiming why, WHY, ??WHY?? did they delay what will undoubtedly be one of the greatest games of all time? But instead, the vast majority of letters we received indicated that gamers saw the wisdom in taking the time to produce something truly great rather than forcing a subpar product out to meet a release date. True, it would be nicer not even to give a release date until we're positive when a game will come out, but since bug testing isn't finished until barely a month before a game comes out, developers can't wait that long. On the flip side, people want information on when a game will arrive, and you need to give people time to save up for their favorites. We'll keep trying our best—thanks for being so patient. And by the way, it'll be worth the wait, because PD is looking absolutely incredible!

Background Art: Dillon Harris • Babb, Montana

DK Digs Dolphins

I recently beat DK64's King K. Rool for the second time after I collected every item in the game and found to my surprise a lot of extra stuff after the initial ending. Now, there is something that I am very curious about. Inside Donkey Kong's house, there is a picture of a dolphin hanging on the wall. The same picture shows up at the end of the game, when Cranky is holding auditions for something. Are these outtakes from DK64, or are they auditions for the next Donkey Kong game, which will be on the Dolphin system?

Jake
Via the Internet

Oh, those sneaky little monkeys over at Rare have done it again! In the fine tradition of Banjo-Kazooie, they've managed to finish an epic game by leaving us with tantalizing hints of something on the horizon. Obviously those dolphin pictures have to mean something, and we're willing to bet you're on the right track as far as what Rare's implying. It boggles the mind to think about what they'll be able to do with our next generation machine!



Mike Briscoe • Covington, Washington



Obed Torres • Pembroke Pines, Florida

Crayola Communities

One day I was in class, doing work as usual, when the PA came on and said that the word of the day was vermilion, which means a vivid red. I realized that it is one of the cities in Pokémon, at which point I thought of the other city names having to do with color: Lavender Town, Indigo Plateau and Fuchsia City. I looked up all the cities and realized the list went on—Saffron (yellow-orange), Cerulean (sky blue), Viridian (chrome green), Pewter (silver-gray), Cinnabar (a type of red) and Seafoam (light sea-green). I have two questions: Why did they name them after colors, and what about Celadon City and Pallet Town?

Josh
Via the Internet

Good spot, Josh! As far as the why of this pigment phenomenon, we're not completely sure. Perhaps the people of Pokémon Island are just a colorful bunch (insert laugh track here). And for your other question, celadon is a grayish-green color that harkens back to a Chinese ceramic glaze, and pallet has color implications as well, although it's spelled differently. The word "palette" refers to the set of colors used by an artist.

Did U C N64 on WWF?

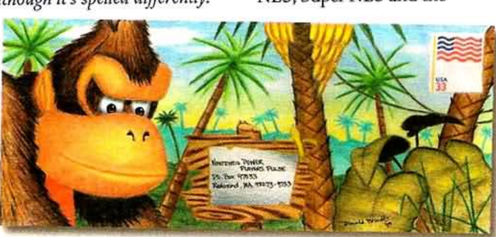
That's right, another Nintendo appearance, this time on WWF smackdown. You might have noticed a Nintendo 64 system in Mr. McMahon's office, under the television. Where might we see this popular system next?

Bubba Mitchell
Via the Internet

Do you think Mr. McMahon was playing a head-thumping WWF game or, say, something like Yoshi's Story? Hmmm... Just for the record, did you also happen to catch the Super NES cameo in Toy Story 2? It just goes to show you that the classics will always live on.

You Go, Gramma!

To Jonathan of Nokomis, Saskatchewan, who said he's "sick of people saying there aren't enough adult games for the N64. Who cares?" Well, we adults do! I'm a 47-year old mom and grandma with three adult children and four grandchildren, who all have and play Nintendo. Take a guess who bought them their first NES, Super NES and the



Donald Brandt • Chattanooga, Tennessee

Sidebar Art: Kristal Drolet • Alma, Québec

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power charts

All right, it's been two months since the Pokémon Snap coup d'état—you can stop sending in letters demanding that Zelda and Bond be given permanent honorary positions atop the Power Charts. As you can see, they're making themselves comfortable once again, thanks to all of your votes!

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



2 GOLDENEYE 007



3 SUPER SMASH BROS.

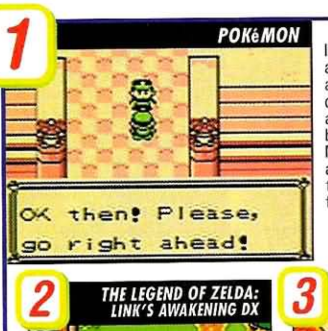


No big surprises on the N64 this month. The big names continue their reign of the charts, while the sci-fi bug blaster Jet Force Gemini makes a predictable rise to the four spot. We're betting Juno, Vela and Lupus won't stop until they break into the top three.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	14
2	GOLDENEYE 007	NINTENDO	2	38
3	SUPER SMASH BROS.	NINTENDO	3	8
4	JET FORCE GEMINI	RARE	5	2
5	POKéMON SNAP	NINTENDO	4	6
6	SUPER MARIO 64	NINTENDO	13	41
7	BANJO-KAZOOIE	NINTENDO	11	19
8	STAR WARS: ROGUE SQUADRON	LUCASARTS	8	13
9	MARIO PARTY	NINTENDO	14	11
10	ARMY MEN: SARGE'S HEROES	3DO	9	2
11	MARIO KART 64	NINTENDO	17	38
12	WWF ATTITUDE	ACCLAIM	6	2
13	NFL BLITZ 2000	MIDWAY	7	2
14	STAR WARS: EPISODE 1: RACER	LUCASARTS	10	6
15	MARIO GOLF	NINTENDO	12	3
16	GAUNTLET LEGENDS	MIDWAY	—	1
17	WCW/NWO REVENGE	THQ	15	15
18	COMMAND & CONQUER 64	NINTENDO	—	4
19	STAR FOX 64	NINTENDO	—	31
20	TUROK 2	ACCLAIM	19	15

GAME BOY TOP 10

1 POKéMON



2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 POKéMON PINBALL

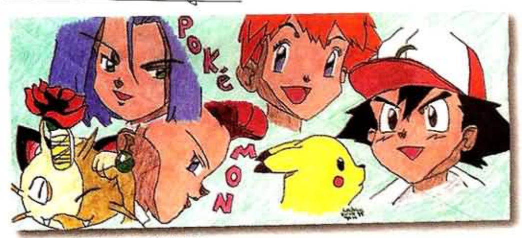


It's also business as usual among the Game Boy elite, and while Pokémon and Link don't appear to be headed anywhere fast, one can't help but wonder about Super Mario Bros. DX, which debuts at number five. Can the all-time NES classic make a name for itself all over again?

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	15
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	82
3	POKéMON PINBALL	NINTENDO	3	5
4	JAMES BOND 007	NINTENDO	4	22
5	SUPER MARIO BROS. DX	NINTENDO	—	1
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	5	86
7	FINAL FANTASY LEGEND 3	SQUARE	6	77
8	DONKEY KONG LAND 3	NINTENDO	—	27
9	HARVEST MOON	NINTENDO	—	10
10	TETRIS/DX	NINTENDO	—	85

MOST WANTED

1. POKéMON STADIUM (N64)
2. DOLPHIN
3. DONKEY KONG 64 (N64)
4. POKéMON YELLOW (GAME BOY)
5. HARVEST MOON (N64)
6. PERFECT DARK (N64)
7. SUPER MARIO 64 2 (N64)
8. WRESTLEMANIA 2000 (N64)
9. RESIDENT EVIL 2 (N64)
10. JET FORCE GEMINI (N64)



Lindsay Elliott • Paris, Michigan

games to go with them? And who plays N64 with her grandchildren? Can you imagine how many games we've been through over the years...and how many are still to come? I got my 73-year-old father a subscription to Nintendo Power and an N64 last Christmas—he enjoys Star Fox 64 and Rogue Squadron and kicks butt on The Legend of Zelda: Ocarina of Time. To all you Jonathans out there—remember, someday you may be an adult, too...playing Nintendo.

Gramma Kim
Illinois

You're darn tootin', Gramma Kim! We don't think Johnathan meant to exclude adults from the fun, but your point is well-taken. When we hear about so many generations coming together and having fun playing Nintendo with the whole gang, it makes us want to go home and call our families...and then invite them over to thoroughly stomp them at Super Smash Bros.!

He Shoots, He Scores!

My son is eight years old and has been playing hockey since he was four. Up until this year he had never scored a goal. This year he scored his first goal on an amazing move that left all the coaches dumbfounded. Upon his return to the bench all the coaches asked him, "Where did you learn that?" He said, "I tried it on Cujo, Belfour and Roy and it works every time." Of course, knowing these were NHL goalies, everyone thought he was a touch delirious. When asked again he insisted that he did it every day...on NHL '99 for the N64. Later in the locker room the coaches announced that our next on-ice practice would be cancelled so that the kids could spend more time with NHL '99. When we went home that night, my son showed me the move on the N64. He was absolutely right. Now he's one of the top scorers in the league!

Nelson Madeiros
Toronto, Canada

That's the best sports story we've heard in a long time. Although your son had better hope that Cujo, Roy and Belfour aren't subscribers—they might get a little miffed that he's schooling them on a daily basis!

Hooked on Phonetics

Do you pronounce the Metroid heroine's name Sa-mus, Say-mus, Sah-mus, or Saah-mus?

Ben Los
Via the Internet

We actually use a silent "g", add an umlaut and pronounce the end so it rhymes with "moose." No, the problem is, no one knows what planet the mysterious bounty hunter is from, so we can't know for sure the correct pronunciation. For the record, though, here are some pronunciations that we do know. Pokémon is pronounced "Po-KAY-mon," Pidgeot is pronounced "PI-jit," and Harvard is pronounced "HAH-vahd."



Christina Le • Garden Grove, California

John Brian Rendfrey • Delran, New Jersey

WRITE AWAY RIGHT AWAY!

This month, we're going to make like video game professors and try to stimulate your minds. Here's the question, which is worth 100% of your final grade: If you could select one famous Nintendo personality and ask him or her (or it) one question, who would you pick and what would you ask? And please, folks, no essays—Player's Pulse is only four pages long!

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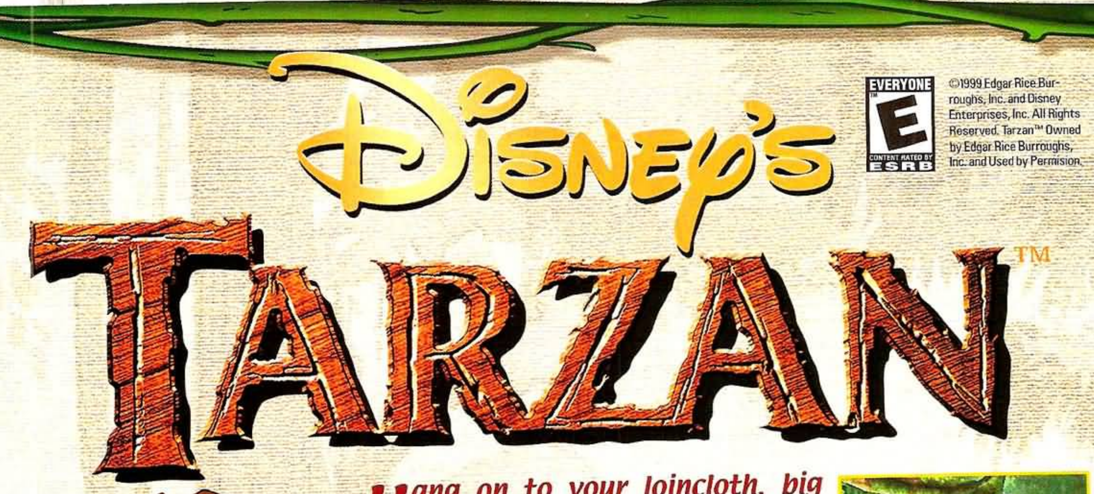
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Hang on to your loincloth, big game hunters, because the Lord of the Apes is swinging to the N64. Just in time for the home video release of Disney's Tarzan comes Activision's tree-surfing, chest-beating expedition that deserves to be king of the jungle.





Just like its hero, Activision's one-player game deftly refines old ways into the new. Evolving the 2 1/2-D genre, developer Eurocom has created a cheetah-fast adventure that looks and feels 3-D despite its sidescrolling foundation.

Jane



Though you'll play as Young Tarzan and Adult Tarzan for most of the game, you'll play as Jane in the Baboon Chase.

Terk



In the first two levels, Terk will give tips whenever you snatch a Terk Token. In Level 8, you'll play as her.

Tantor



Hop on Tantor's back to Power-Jump to high items. In Bonus Level 9 and Level 12, he'll serve as transportation.

Kerchak



Kerchak, the leader of the ape family, isn't eager to let a human into his clan, so Tarzan must prove his worth.

Kala



Tarzan's adoptive mom is always willing to be there for him, but, in the game, she merely makes a fleeting cameo.

Professor Porter



To visit the foremost expert on gorillas, swing into the Options Menu that Professor Porter presides over.

OUT OF AFRICA

Tarzan may be a human, but the Lord of the Apes can hunch himself over and swing from vine to vine with the best of them. To be sure, stock up on the helpful weapons and collectibles hidden in the heart of Africa.

Power Fruit



By hitting B or bottom C (in the default Controller setup), you can toss unlimited Yellow Fruit to defeat enemies.



Double the potency of your firepower by using Purple Fruit. When you find some, hit L or R to equip your new ammo.



Use Red Fruit to deal with multiple enemies. Upon impact, the projectile will split into pulpy shrapnel.



The most powerful of jungle finds is the Blue Fruit, since it blasts all enemies in the immediate vicinity.

Bananas



Bananas replenish your health. By standing below a banana tree and hitting Z, you can knock some bunches down to earth.

Sketches



Collect all four of a level's Sketch Pieces to unlock the area's Bonus Level, a timed Token-collecting spree.

Tarzan Letters



Collect the T, A, R, Z, A and N hidden within a level to unlock a Story Screen contained in the Options Menu.

Tokens



For every 100 Tokens you snatch up, you'll win an extra life. Rack up lives by reexploring easier levels.

Knife



Once you find the Knife hidden in your level, you'll be able to slash by hitting top C and jab by tapping right C.

Jane's Parasol



Touch the Parasol to finish exploring an area. In Level 8, use it to clear your tree-surfing path by hitting B.

SAVAGE WAYS

Though it's akin to sidescrollers, the game often serves up rotating scenery and 360-degree mobility. But true to its sidescrolling heart, Tarzan's game play emphasizes collectibles. As always, the trick is how you reach them.

In the Jungle's Deepest, Darkest Regions





Items are often hidden underground or in crates. Pound the bright areas on the jungle floor to crumble away landlocked collectibles or explore open-ended boxes you've jumped over.

Dragging Your Knuckles





Press Down while walking to crawl under tables. Since you travel along branching "tracks," crawling under a table may take you down one path, while climbing over it may take you down another.

The Lord's a-Leaping





Planks, springy branches and animals serve as launchpads for high-flying Power Jumping. To soar from the seesaw in the campsite levels, stand on one end or pounce on it to catapult yourself.

Care Packages





If you land on a crate that wobbles beneath your weight, repeatedly press the Z Button to pound the box. By smashing it, you'll be able to wrap your mitts around its collectible contents.

Gardening for Goodies





The jungle's exotic plants blossom with Bananas and Power Fruit. Harvest them by pounding the ground beneath banana trees and stabbing or bombarding the brown flowers—just don't land on them.

Surf's up...in the Trees





Relive some of the film's most exhilarating moments by taking to the trees and surfing across their branches. Items will appear in the middle of the branch or to either side, so lean accordingly.

THE BABOON CHASE

For most of the game's 13 levels, you'll play as the Lord of the Apes. Rather than cover the more basic stages dedicated to Young Tarzan in the game's first half, we're jumping right into the thick of things, beginning with the first level dedicated to someone who *doesn't* wear a loincloth. In the forced-scrolling level, The Baboon Chase, you'll play as Jane. Since she constantly will be on the go, don't let her haste make waste by breezing into the Letter and Sketch locales below.

Flow of the Game

- Welcome to the Jungle
- Going Ape
- The Elephant Hair Dare
- Stampede
- Coming of Age
- Sabor Attacks
- **The Baboon Chase**
- **Trashing the Camp**
- **Campsite Commotion**
- **Journey to the Treehouse**
- **Rockin' the Boat**
- **Tarzan to the Rescue**
- **Conflict with Clayton**

T is for Tarzan



Level 7 rolls by similarly to Level 4, The Stampede. Jane will always move forward as the enraged baboon pack pursues her. Control her sideways movement to sprint through the T.

Jane Says..."A!"



Dodge and hop over obstacles like branches, roots and scurrying animals. If Jane hits one, she'll spin off the beaten path that's lined with Tokens and letters like the first A.

First Sketch Piece



As you close in on the two branches that arch over your path, jump to avoid the rolling critter. If you clear it, you'll be able to swerve left to snatch the Sketch Piece.

Follow the Tokens



After you round the bend beyond the first Sketch Piece, the path will straighten out. Follow the trail of Tokens down the straightaway to run straight into the letter R.

On the Edge



The gray monkey that charges from the upper-left corner will head for the Sketch. If you jump over the simian, you'll leap through the Sketch and across the upcoming pit.

Catching Some Z



After landing at the Z, you'll reach another pit. If you missed any items, you must sacrifice a life by falling into the pit so you'll be able to restart at the trailhead and nab the leftovers.

Me Tarzan. You Jane.



You won't be able to reexplore the footpath once Tarzan sweeps Jane off her feet since they'll tree surf past a Checkpoint. You'll also surf past a Sketch, so lean to the right as you duck the first branch.

Lean into It



Press B to open your Parasol and shield yourself from incoming baboons. Since no diagonal movement is required as you surf, the Control Pad may give you better control as you lean to the right for the A.

It's All Right



Like the third Sketch Piece and the second A, the N also floats along the right edge of your branch "track." Lean into it, then quickly hop over the vine lying in your path.

The Final Sketch Piece



The fourth and final Sketch Piece hovers to the left of your tree surfing path. An overhanging branch dangles near it, so press Down to duck as you sway left for the Sketch.

Tree Surfing



If you snagged all four Sketch Pieces, you'll play the tree surfing Bonus Level. Hang ten and catch some branch to pocket Tokens. Go for fruit, too, to extend your surf time.

TRASHING THE CAMP

Level 8, Trashing the Camp, returns to the game's sidescrolling format, but this time you'll set out as sassy simian Terk. For the most part, you'll monkey around with a single path that stretches from left to right, but you might stumble upon a branching route that detours into the foreground. It all depends on how you approach things. Venture over a box or table and then retrace your steps and go through or under those objects to uncover the invisible forks in your path.

A Box of T



Begin the level by heading left to snag the Tokens behind you, then amble to the right until you reach the first crate. You can smash any box that wobbles, and the first one contains the T.

Terkish Delight



To reach the A that floats high above the table, walk to the seesaw and park yourself on the low end of the teeter-totter. When the gorilla launches you, fly to the left.

Teetering to the R



Become a frequent flier on the seesaw by boarding it again, but fly to the right instead. When you land on the tent, bounce to the second canopy to spring into the R.

Flipping Out



Boars trample through the site, and near their stomping grounds is a plank that serves as a springboard. To Power-Jump off it and into the Sketch overhead, press and hold A.

Running with the Boars



After stepping off the springboard, join the boar stampede by reversing direction and heading through the crate that supports the plank. The next box you pass contains the Z.

Booth Bouncing



Once you have the Z, go against the flow and trudge past the incoming boars. Climb the tent pole and cross the canopy, then leap onto the neighboring booth to claim the Sketch.

Letter Box



Just past the ape that's rummaging through the box filled with books and bottles is a crate. Hop over it, then walk left to enter its open side and claim its grade-A contents.

Teeter Tower



The seesaw trick will catapult you to the Sketch atop the box tower near the Butterfly Checkpoint. Walk through the bottom box in the tower to reach the teeter-totter.

Box Top



Hovering above the box stack between the tents is the N. The neighboring crate will double as a stepstool, but if you've already smashed it, you'll have to spring to it from the tent canopy.

Fourth Sketch Piece



Walking over the table will take you down one road, while crawling under its left side will take you straight to the final Sketch Piece. Power-Jump at the top of the inclined plank to nab it.

Jungle Jumpin'



Collect the Tokens above and below the tent canopies. Most of the jackpot is on the upper level, so steer clear of the impoverished lower level if you're strapped for time.



CAMPSITE COMMOTION

In search of Jane, Tarzan rushes to Professor Porter's makeshift base, but what he finds is Campsite Commotion. The big hubbub turns out to be that the crew is packing up to leave. Exploring the site to find the apple of his eye before she leaves, Tarzan enters the first area of the game in which humans are a threat. Though the thugs are unarmed and passive, they'll harm you if you come into contact with them. Avoid mingling and rubbing shoulders with them to stay healthy.

T is for Turnaround



Head to the left as soon as you begin the level. Spring from the yellow flower to reach the ledge, hop over the monkey, then cross the vine to snap up the T on the branch.

In a Tree



After collecting the T, make a long jump off the right end of the branch. When you touch down, you'll land on another branch where the first Sketch Piece is nested.

A is for Acrobatics



Jump on the high end of the seesaw. When the counterweight plops down on the opposite end, it will launch you. Soar to the left to land on the plank, then Power-Jump to the A.

Trampoline Tent



Return to the seesaw and launch yourself to the right. When you land on the tent, you'll have enough spring in your step to Power-Jump to the second Sketch Piece.

R House



The R is housed beneath the tent topped by the second Sketch Piece. Exit the tent roof on the right side, then walk to the left to enter the shelter and claim your consonant.

Z in the Box



At the ramps, walk through the open-ended crate rather than dashing up the planks. Jump over the first crate you pass, then turn around to grab the Z inside.

Third Sketch Piece



After you pass the area that rains down with boxes (hang around there to collect the Tokens that spill out), ascend the plank, then head right and go through the crate to jump to the Sketch.

Box by the Sketch



Below the third Sketch Piece is a wobbly crate. Handle it without care by pouncing on it and pounding it to uncover the Tarzan Letter that's packaged within.

Roll out the Barrels



Jump the rolling barrels to reach the plank. Once you cross the checkpoint at the end of the ramp, walk to the right to take a detour that leads under the plank and to the Sketch.

Past the Parasol



If you approach Jane and the Parasol from the left, you'll finish the level too soon. More Tokens await above her tent and to the right of them, including the N by the final box tower.

Tantor's Escape



Riding as Jane, steer stampeding Tantor down the path of Tokens and Power Fruit. The pachyderm can't jump, so charge through trees and dodge boulders to stay on course.

JOURNEY TO THE TREEHOUSE

Tarzan locates Jane at the camp and decides it's time for her to meet his family. The only problem is that they're gorillas. None too pleased when the humans arrive, Kerchak becomes enraged. To help confused Tarzan grapple with his blurred identity, Kala points him toward the tree house where she first found him. But the trip to self-discovery won't be easy. Breakaway branches and brittle logs pave the jungle path, so stay light on your feet on your Journey to the Tree House.

Open Letter



Leap off the right end of the first log to reach the overhanging tree branch. After collecting the Tokens, leap to the left to reach the arching branch where the T is stationed.

A Sketchy Situation



Another gap lies beyond the wide crevasse that you must swing over. Before jumping to the ledge where the tangle of thorns sits, fall into the gap and travel to the left.

A Weighty Situation



The A hangs high above a pit, but the log that you must leap from will snap under your weight. Quickly jump onto the log, then leap to the right to secure the A and a safe landing.

R is for Rhino



If you toss fruit at the rhino's backside, it will turn around and charge you. Lure the beast to the thorn patch, then Power-Jump off its back to reach the R's overhead branch.

Rhinoceros Sketch



Make the rhino charge by throwing more fruit at it. Run to the log to the right so the rhino parks beneath the branch where the Sketch lingers. Bounce off the rhino to reach it.

Crocodile Fears



Drop in on the patrolling crocodile's path when it's facing right. Snag the Sketch, then return to the log by the checkpoint to take to the trees and cross the waterway via vines.

Z on a Tree



Swing on the vine to cross the crocodile's waterway. When you land on the branch with the Checkpoint Butterfly, run to the end and jump up to reach the Z's branch.

Free-falling



After your foray into the trees, you'll return to solid ground. Eventually, bats will attack you. Climb the tall cliff to evade them, then dive left off the cliff to free-fall into the A.

A Prickly Situation



Be suspicious of the unusually small thicket of thorns. If you jump over it from the right, you'll be able to grab on to the arching branch to your left that leads to a Sketch.

The N in Crow's Nest



Take a few steps on the rickety bridge. Turn around, then leap to the crow's nest, where you'll find the N. Return to the bridge, jumping as you cross it to avoid falling through.



Jungle Jumpin'

Level 10's Bonus Level is similar to the one in Trashing the Camp. Focus on nabbing fruit to maximize your Token intake time.

ROCKIN' THE BOAT

When you set sail in the boat level, you'll have freer movement than before. To label Disney's Tarzan as a sidescroller is to sell it short, since most levels—especially this one—provide quite a bit of mobility in all directions. Appropriately named, Rockin' the Boat shakes up things since you'll have total freedom of movement for most of the seafaring level. And unlike in previous areas, you won't be journeying from left to right since you can navigate the boat from all angles.

Box Rocks



Voyage to the left, then wait for the sliding boxes to skid into the foreground. Hop onto the left crate, then jump to the T above it before the crate slides down the deck.

Sketch and Lever



Slip behind the ladder by the T and follow the deck. Grab the Sketch at the end, then walk by the lever that will automatically trip and unlock the foredeck to the right of your starting point.

Upper Deck



By tripping the switch, you'll hoist away the crates that blocked your way to the foredeck. With them removed, you'll be able to climb up the ladder and reach the letter A.

Around the Bend



Once you've collected the A, continue along the foredeck. Your U-shaped path will lead you to a Sketch. After grabbing it, jump onto the box at the bow to grab the rope.

Smokestack Sketch



Travel across the rope to the other side of the ship, working your way to the smokestack. Hop onto the box with the plank, then jump left from the box to pick up the Sketch.

Stern Advice



Continue heading left to reach the back of the boat and the swordsman. After swabbing the deck with him, plunder the nearby R and Tokens he was guarding.

Diving In



Return to the foredeck. Hop onto the crate at the bow, but instead of grabbing on to the rope, walk to the left and hop onto the steel girder. Dive off it to claim the Z.

Decked Out



To collect the second A in "TARZAN," head for the ladder near the T. Climb it, then hop your way across the deck to collect the Tokens and your Tarzan Letter.

N at the End



The final letter you'll need isn't too far from the A you've just collected. Continue hopping across the deck collecting more Tokens. At the dead end you'll find the N.

On the Way Up



Jane's Parasol is posted at the top of the smokestack. Follow the rope back to the stack, then climb its ladder to reach the final Sketch Piece and last remaining Tokens.

Jungle Cruise



Float downstream collecting Tokens while avoiding whirlpools. Steer where you need to go before cascading down the waterfalls, since it takes a while to regain control.

TARZAN TO THE RESCUE

Thinking that Tarzan is occupied on his boat, Clayton and his men have captured the apes and imprisoned them in cages. Tarzan, who abandoned ship, reaches dry land and sets out to free his family. On his way, he'll team up with Tantor to charge through Clayton's camp. There, Clayton's thugs will attack the Lord of the Apes, and, unlike in previous levels, they'll be tougher to defeat. Pitch Power Fruit after Power Fruit at Clayton's goons to show them who's king of the jungle.

T Time



Though the crates and barrels in the rhino's clearing won't wobble when you land on them, you'll still be able to smash them. Bash open the middle box on the left for a letter.

On Shore



Keep your feet dry and free from piranha bites by hopping on the crates to cross the pool. When you reach the opposite shore, the first Sketch Piece will be waiting for you.

Croc's Letter



Stay on the move to avoid the bats and head to the left shoulder to reach the A guarded by a crocodile. If you jump to the A, you can clear the croc and safely land on the letter.

Water Skipping



Like the first Sketch Piece, the second Sketch Piece sits on a bank by a piranha-infested pond. If you accidentally take a dip, jump repeatedly to work your way to shore.

Riding Tantor



On your elephant ride, steer Tantor into every box pile and dangling cage. If you hit every one, you'll earn a Token. You also will reach the R if you can duck the first branch.

Watch Your Step



Steer Tantor around the dark, circular patches of ground to avoid falling through the breakaway floor. While dodging them, grab the Z, then immediately duck the branch behind it.

At Your Feet



When Tantor reaches the pit in front of the area bathed in red light, Tarzan will somersault over the hole. After safely landing, you'll find a Sketch at your feet.

Thug Slugfest



Before you can reach the A, you must defeat the shirtless thug who throws fruit. Take out his barrel-tossing pal first, then pelt the big lug to win safe passage to the letter.

Bombs Away



The giant box will fall on you if walk under it. Toss Purple Fruit at the thug manning the pulley to make him drop it. Once the coast is clear follow the trail to the Sketch.

Three Thugs



Defeat the thugs in the final area to claim the N without opposition. Since you can't harm Clayton, who waits by the Parasol, focus your fruit barrage on his trio of fruit tossers.

Tree Surfing



Once again, Tarzan takes to the trees to surf and sweep up Tokens. This time around, more vines and branches tangle up the trail than before, so be ready to duck or jump.

Conflict With Clayton

As Clayton pursues you, throw Power Fruit at him to buy the lead and enough time to snatch the letters. At the top, duck his knives, jump his shots, then attack when he pauses.





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Standard Burro Prison Bus

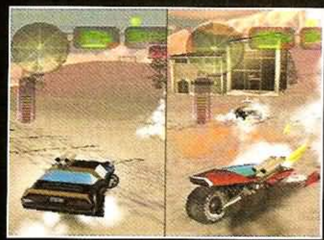


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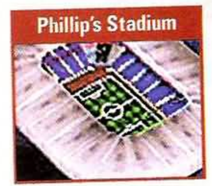


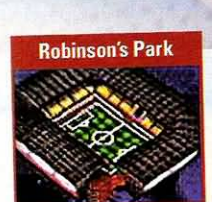
THE WORLD IS YOUR SOCCER FIELD

Much of the planet eats, sleeps and breathes soccer—investing all their sporting fervor in their nations' premier teams. World League Soccer captures the spirit of this international competition, giving you access to a slew of top teams from the far corners of the earth. You can pit them against each other in a wide variety of competitions and settings.

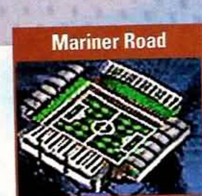

Meet the distinctive players and teams as they take the field amid the confetti and crowd noise of opening ceremonies.

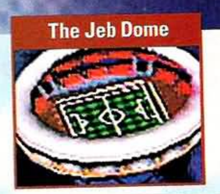

Dig in your cleats for tense goal box confrontations. The keepers will earn their keep as you and your opponents aim for the net.

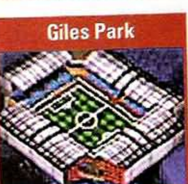
Phillip's Stadium


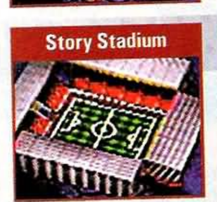
Robinson's Park


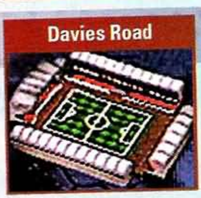
Hayman Park

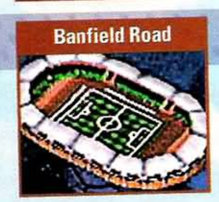

Mariner Road


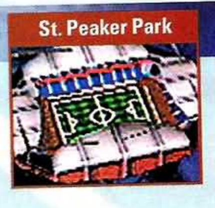
The Jeb Dome


Giles Park


Story Stadium


Davies Road


Banfield Road


St. Peaker Park


STRIKE INTO FOREIGN TERRITORY

FAKE OUT

If you have a single defender facing off against you—and a wide open field beyond him—try pulling a juke to move around him. Make a quick turn to get him facing the wrong direction then pull away. You may have to give a couple of tries before he takes the bait.





UP, OVER AND IN

Putting up a crossing pass by hitting the B Button while holding the R Button is a tried and true tactic for setting up a shot. It pulls defenders away from the center of the field and gives you several scoring options, like a header or a bicycle kick.





TOUCH AND GO

You may need to look to your teammates for a quick assist getting past defenders every now and again. To maintain control of your original player and tap the ball away for a quick return pass, double-tap the A Button then run for the open space.





BUTTERFINGERS

The CPU-controlled goalkeepers are pretty good at getting in front of your shots, but that doesn't mean they trap and control everything that comes their way. Stay alert as you follow your shot. The ball may pop back out and give you a second opportunity.





THE KNOCK-ON

Controlled dribbling isn't necessarily a good thing when you've got a defender right on your heels. To give yourself a little extra speed, tap the Z Button while running down the field. You should be able to pull away, but watch for defenders in front of you.





LEADING PASS

You may not have time for leisurely ball movement when attacking the goal—the keeper tends to come after players if they take too long trapping a pass. Instead, hit the left C Button to send a through ball to a teammate. He can grab the leading pass on the run.

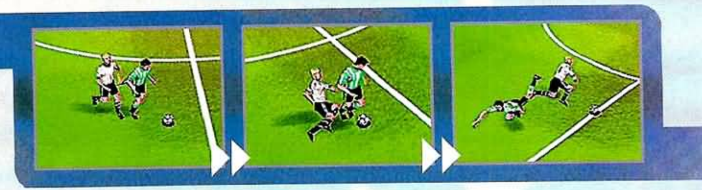




KEEP THEM OUT OF THE KITCHEN

TRY A TACKLE

A tackle on the run can be a tricky proposition. If you blindside the offensive player, the officials will think nothing of handing you a red card. Try to get alongside the player with the ball before taking his legs out from under him by pressing the B Button.



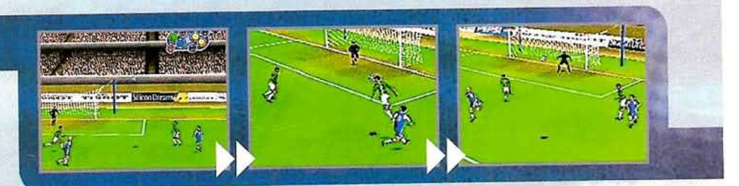
PASS INTERFERENCE

Sometimes it doesn't pay to focus on the player with the ball, especially if he's running down the sideline with nowhere to go but inside. Look for a potential cross to the center of the field—or even a garden-variety pass—then position yourself to pick it off.



GO AIRBORNE

You shouldn't necessarily count on your goalkeeper when the opposing team puts the ball in the air. Use the B Button to send your defenders up to meet the high cross. A downfield header will quash the play and take your goal out of jeopardy.



LINE DANCING

The beauty of playing soccer in the digital world is that you won't have to suffer the pain of blocking a direct kick yourself. Watch where your opponent directs the arrow for the kick, then position a line of players in the most probable path of the ball.







FIND THE RIGHT FORMULA

The same team can look very different, depending on the discretion of the coach. You can move players to different positions if you like, or change the distribution of players on the field, depending on the skill and style of the opposing team.

Customize your team on the pre-game menu screen. It's simple to make adjustments, from major offensive or defensive shifts to micromanaging individual players.



WORK WITH THE WEATHER

Unlike in some sports, the play in soccer continues regardless of the weather—nothing short of a tornado will send the players off the field. The Options Editing menu gives you weather conditions that run the gamut from hellish heat to slippery snow.

Pay attention to the field when the game begins. You may need to make some play adjustments if the field is wet or covered with snow. Ball speed and control can take a hit.



A GLOBAL PERSPECTIVE

The team selections in the International League are a veritable United Nations of soccer powerhouses. As the listed 1998 World Cup results for the first round indicate, the ability levels in the game may not always reflect real-world outcomes. Remember that France beat Brazil in the final.

Argentina
CONMEBOL | 1st in Group H

Skill: Speed: Offense: Midfield: Defense:



Australia
OAF | Did not participate

Skill: Speed: Offense: Midfield: Defense:

Austria
UEFA | 3rd in Group B

Skill: Speed: Offense: Midfield: Defense:

Belgium
UEFA | 3rd in Group E

Skill: Speed: Offense: Midfield: Defense:

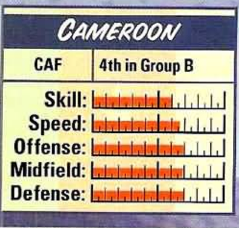
Brazil
CONMEBOL | 1st in Group A

Skill: Speed: Offense: Midfield: Defense:



Bulgaria
UEFA | 4th in Group D

Skill: Speed: Offense: Midfield: Defense:



Cameroon
CAF | 4th in Group B

Skill: Speed: Offense: Midfield: Defense:

Canada
CONCACAF | Did not participate

Skill: Speed: Offense: Midfield: Defense:

Chile
CONMEBOL | 2nd in Group B

Skill: Speed: Offense: Midfield: Defense:



Colombia
CONMEBOL | 3rd in Group G

Skill: Speed: Offense: Midfield: Defense:

Croatia
UEFA | 2nd in Group H

Skill: Speed: Offense: Midfield: Defense:

Czech Republic
UEFA | Did not participate

Skill: Speed: Offense: Midfield: Defense:

Denmark
UEFA | 2nd in Group C

Skill: Speed: Offense: Midfield: Defense:

England
UEFA | 2nd in Group G

Skill: Speed: Offense: Midfield: Defense:

France
UEFA | 1st in Group C

Skill: Speed: Offense: Midfield: Defense:

Germany
UEFA | 1st in Group F

Skill: Speed: Offense: Midfield: Defense:

Greece
UEFA | Did not participate

Skill: Speed: Offense: Midfield: Defense:

Holland
UEFA | 1st in Group E

Skill: Speed: Offense: Midfield: Defense:

Iran
AFC | 3rd in Group B

Skill: Speed: Offense: Midfield: Defense:

Italy
UEFA | 1st in Group B

Skill: Speed: Offense: Midfield: Defense:

Jamaica
CONCACAF | 3rd in Group H

Skill: Speed: Offense: Midfield: Defense:

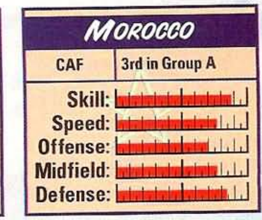
Japan
AFC | 4th in Group H

Skill: Speed: Offense: Midfield: Defense:

Mexico
CONCACAF | 2nd in Group E

Skill:
Speed:
Offense:
Midfield:
Defense:

Morocco
CAF | 3rd in Group A



Skill:
Speed:
Offense:
Midfield:
Defense:

Nigeria
CAF | 1st in Group D

Skill:
Speed:
Offense:
Midfield:
Defense:

Norway
UEFA | 2nd in Group A

Skill:
Speed:
Offense:
Midfield:
Defense:

Paraguay
CONMEBOL | 2nd in Group D

Skill:
Speed:
Offense:
Midfield:
Defense:

Poland
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Portugal
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Rep. of Ireland
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Romania
UEFA | 1st in Group G

Skill:
Speed:
Offense:
Midfield:
Defense:

Russia
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Saudi Arabia
AFC | 4th in Group C

Skill:
Speed:
Offense:
Midfield:
Defense:

Scotland
UEFA | 4th in Group A

Skill:
Speed:
Offense:
Midfield:
Defense:

South Africa
CAF | 3rd in Group C

Skill:
Speed:
Offense:
Midfield:
Defense:

South Korea
AFC | 4th in Group E

Skill:
Speed:
Offense:
Midfield:
Defense:

Spain
UEFA | 3rd in Group D

Skill:
Speed:
Offense:
Midfield:
Defense:

Sweden
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Switzerland
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Tunisia
CAF | 4th in Group G

Skill:
Speed:
Offense:
Midfield:
Defense:

Turkey
UEFA | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

United States
CONCACAF | 4th in Group F

Skill:
Speed:
Offense:
Midfield:
Defense:

Uruguay
CONMEBOL | Did not participate

Skill:
Speed:
Offense:
Midfield:
Defense:

Yugoslavia
UEFA | 2nd in Group F

Skill:
Speed:
Offense:
Midfield:
Defense:

We're in Stoppage Time

With all the teams, features and modes in this game, you'll be playing for a long time before you see everything this title has to offer. You may want to log some practice time before you go for the cup.


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Go Ape on
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EVERYONE
E
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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET





THE FEW, PROUD ARMORINES CODES

Monster insects seem to be *the* trendy enemy of the day, and Acclaim's Turok-style bug zapper unleashes what is surely the ickiest batch of creepy crawlies so far. And since the pests are hardly the huggable cast of *A Bug's Life*, you might need more than just your nuclear-powered armor suit to survive. To get an edge on the bugs, select Options (from either the main menu or your pause screen) to access Cheats. Select Enter Cheat, then type in any of the cheat words below to unlock a secret feature. The characters enabled by the CLAW, LEGGY and UGLY codes will work only in the Race Wars Multiplayer scenario.

CHEAT WORD	EFFECT
SONIC	ACTIVATES FAST RUN
CLAW	UNLOCKS EGYPT WORKER BUG
LEGGY	UNLOCKS HIVE GUARD BUG
UGLY	UNLOCKS HIVE WORKER BUG

ALL WEAPONS

Type in LOADED to score all of the possible weapons for your current level. Since the code instantly rewards you with the special weapon that's unique to the area you're exploring, don't expect to nab something like the Shaft of the Pharoah unless you're in Egypt.





PEN AND INK MODE

The Pen and Ink cheat has become one of Acclaim's trademark codes, and the wire frame mode pops up in Armorines. By entering in SKETCHY as your cheat word, you'll simplify the look of the game by reducing the graphics to outlines.

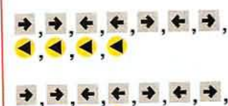




THE TALISMAN OF FATE

DON'T DESPAIR, PLAY AS HIM, TOO

The most common cry heard on TV's *Xena: Warrior Princess* is "Battle on" (unless you count Xena's oft warbled "Aie-e-e-e-e-e-e!"), and true to the show's spirit, the game has you battling on...and on...and on. The path of pummeling is grueling, and it's a long road to Despair, the game's final boss. To reach the demon sooner, enter the first sequence detailed in the chart. That code and all of the following cheats will make the battling more interesting. Perhaps the codes will be just cool enough that they'll send you jumping for joy, yelping "Aie-e-e-e-e-e-e!" like a little warrior princess.

DESCRIPTION	BUTTON SEQUENCE
 UNLOCK DESPAIR AS A PLAYABLE CHARACTER	 →, →, ←, ←, →, ←, →, ◀, ▶, ◀, ▶
 ENABLE XENA TO FIGHT GABRIELLE IN QUEST MODE	 →, →, ←, ←, →, ←, →, ◀, ◀, ◀, ◀
REPLACE GOD DIFFICULTY WITH TITAN DIFFICULTY	→, →, ←, ←, →, ←, →, ▲, ▼, ▲, ▼



Before you can sink your chakram into Gabrielle or try any of the other cheats, go to the main menu. You'll hear a sword clank after you've finished the Control Pad sequence and another clank after you've pounded out the correct four-key sequence of C Buttons.



Hidden character Despair boasts three special moves. Tap the Control Pad back then forward and follow with left C to unload the Boulder. To spew Fire Breath, hit the Pad back then forward and then tap top C. For the Fire Blast, press top C and right C at the same time.

For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ | BIG CHEAT | WACKY | HOT | JUST FOR FUN | SENT BY READER



BONUS TEAMS AND OTHER KOBE KODES

This month you can net some NBA Courtside 2 codes that will boost the game's fun level above and beyond the rim. To activate any code on the chart, you must first press the top C Button and bottom C Button simultaneously while viewing the main menu. By tapping both buttons at the same time, you'll access the Secret Room. Once you've unlocked the hidden area, press any of the C Button sequences on the chart, then begin a game. You can turn on only one of the Secret Room codes at a time, and each code will remain active for one game.

DESCRIPTION	BUTTON SEQUENCE
LONG NECKS	▲,▲,▼,▲,▼
TINY HOME TEAM	▲,▼
TINY AWAY TEAM	▲,▶
BOTH TEAMS TINY	▲, ▶,▼
BIG HEAD HOME TEAM	▲,▲,▼
BIG HEAD AWAY TEAM	▲,▲,▼,◀, ▶
BIG HEADS FOR BOTH TEAMS	▲,▲,▼, ▶,▼



SPECIAL TEAMS

To unlock the Left Field Lefties, Nintendo Gamers and Nintendo Plumbers, highlight Quick Play or Season Play on the main menu, then press the right C Button and A Button simultaneously.





VIEW CREDITS

Watch the credits roll by accessing Season Play on the main menu. At the Season Play menu, press the top C and bottom C Buttons simultaneously to see who's behind the game. Jostle the Control Pad or Stick to scroll through the mug shots.





GET READY 2 COME OUT SWINGING

If Midway's Ready 2 Rumble Boxing has got you on the ropes, enter Championship Mode and name your gym BRONZE, SILVER, GOLD or CHAMP to upgrade the status of the palookas you can train. Or, if you're just looking for a way to change your boxer's look, select Arcade Mode, then press the top C and left C Buttons simultaneously at the Choose Your Boxer screen. From then on, all of the boxers will be sporting their alternate duds.

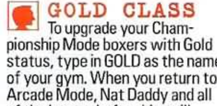
BRONZE CLASS

Name your gym BRONZE to give all of the available Championship Mode boxers Bronze classification. After dubbing your gym with the code name, return to Arcade Mode—all boxers up through Kemo Claw will be available for use.



SILVER CLASS

By entering in SILVER as the name of your gymnasium, the Championship Mode fighters will be able to duke it out with Silver certification. The code will also unlock all Arcade Mode pugilists up through Bruce Blade.



GOLD CLASS

To upgrade your Championship Mode boxers with Gold status, type in GOLD as the name of your gym. When you return to Arcade Mode, Nat Daddy and all of the boxers before him will become accessible.



CHAMP CLASS

Now there's never a reason to throw in the towel. Type in CHAMP as your Championship Mode gym name to boost your boxers to Champ status and unlock all Arcade Mode fighters through Damien Black.





NEW OUTFITS FOR BATTLING EVIL

Checking in with a whopping 512 Megabits, Capcom's Resident Evil 2 boasts ultrarealistic graphics and gore that's just as heart-stopping. Since the graphics look so good, Claire and Leon might as well look their best, too. To outfit the evil-undoing do-gooders with a different wardrobe, begin a new game on Normal difficulty, then work your way to the Raccoon Police Department without picking up any items. And make sure that you conserve the ammo you start out with, since you'll need it to defeat a special zombie.



Whatever you do, don't pick up any items. By heading through the Raccoon Police Department gate and descending into the tunnel without collecting a single item, you'll cause a key-carrying zombie to appear downstairs. Blast it, then grab the Special Key it was toting.



In the R.P.D. darkroom, use the Special Key to open the locker where two outfits await Leon and one ensemble awaits Claire. But what to wear, what to wear? Just remember that dry cleaning doesn't remove zombie slime.



EXTRA! EXTRA! LEVEL SELECT CODE REVEALED!

Hot off the presses comes the latest news on codes for Midway's N64 Paperboy. The scoop is that by entering MAXSUBS into the Type-o-Matic, you'll be able to bypass all that paper route business and skip straight to whichever neighborhood you please. But just don't try this shortcut in real life if you happen to be a newspaper carrier—if you did, we'd miss out on our daily fix of current events and chuckles aplenty from mischievous Marmaduke and those scampy Family Circus tykes.



Select Options on the Game Menu, then choose Secret Codes. Pick New Code from the menu to access the Type-o-Matic, then spell out MAXSUBS to enable Paperboy's Level Select feature.



When you first turn on the code, you won't be able to access levels beyond Alice's RV Haven. To skip to later levels, enter Alice's RV Haven. After instantly receiving the Level Complete notice, exit the area—then all other levels will be open.

CARMAGEDDON™

A FULL CARMAGEDDON CARLECTION

Driving out a full carsenal of cartaclysmic vehicles, Carmageddon: Carpocalypse Now (for Game Boy Color only) depicts a cartastrophic world where vehicular assault is the answer, and, even scarier, most words begin with "car." You just gotta roll with some things, we guess. Carpe diem as well as full access to all of the special vehicles and tracks, by using OZ6SZD(*skull*)V as your password.

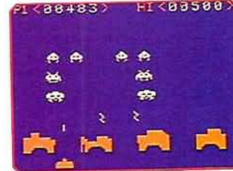


After you've entered 0Z6SZD(skull)V as your password, you'll be free to roam on any track in anything from an airplane to farm machinery.

SPACE INVADERS

CLASSIC COIN-OP MODE

Vintage video games are making a comeback, but most of them have gotten face-lifts. Space Invaders is no exception, but for those of you purists who prefer to defend the universe from blocky aliens rather than the new, more streamlined invaders, you can use a secret code to unlock the retro arcade mode hidden in Activision's Game Boy version of the game.



Is that my spaceship or the Capitol building? Oh, wait—it's just the classic coin-op mode you can access by using CLSS1281999DBM as your code.

Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑



Classified information



A FEW CODES FOR THE OPEN ROAD

Almost nothing beats the feeling of a cool breeze in your hair as you race down the open road in a convertible. *Almost* nothing. Earning a quick $250,000 easily beats that whole wind-in-your-hair nonsense, and a hovering ragtop or a roadster with monster truck wheels isn't too shabby either. To enjoy any of those perks, pull into the Driver Select screen, then hit Z to rename your driver with any of the following code names. If you hear "Congratulations!" you've entered the code correctly. Keep renaming your driver to activate more than one code at a time.

HELIUM VOICES

All of the codes are case-sensitive, so use a capital S followed by all lowercase letters when entering "Smurfing" as your driver's new name. By dubbing your driver with the new handle, all voices in the game will squeak in the munchkin-high vocal range.



HIGHER RESOLUTION

If you're using the N64 Expansion Pak, you'll be able to activate the High Resolution Mode. Rename your driver "Extra rez" and make sure you insert a space between words. Return to the Options section to activate the sharper graphics that will reformat the game into a letterbox setup.



HOVER CARS

To hover around à la Luke Skywalker in his landspeeder, rename your Roadsters driver "Skywalker." The code will remove the wheels from all vehicles and enable them to cruise a foot or so above the ground.



MIRROR AND REVERSE COURSES

Rather than having to win the 2nd and 1st Division Championships, you can unlock the reversed and mirrored circuits by using "Anyway" as the new name for your driver.



MONSTER TRUCK WHEELS

Pump up those tires by changing your driver's name to "Big Wheels." (And while it looks strange to see a roadster with giant wheels, it's even weirder to see the tires magically switch size when the pit crew changes them.)



MORE MONEY

You normally begin the Roadster Trophy mode of play with $40,000 to your name. To increase your funds to a quick $250,000, change your name to "fastBUCKS," paying attention to the lowercase and caps in the special code name.



RC CAR MODE

For more challenge, try racing in RC Car Mode, which shrinks your ride into a toy-sized auto and forces you to view the game through the replay cameras. Name your driver "Car Radio" to give the mode a spin.



SKY CAM

Enter "Chopper" as your driver name to try one of the cooler modes on the road. Souping the game up into a top-down racer, the code activates the overhead "Chopper" camera and gives you a bird's-eye view of the goings-on.



TURN OFF ALL CHEATS

All cheats stay in effect until you hit Reset or shut off your N64. You can also deactivate all codes by changing your driver's name to "CheatsOff."



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.



IT'S THE MAJOR-LEAGUE EVENT YOU'VE BEEN WAITING FOR—YOUR FAVORITE POKéMON BATTLING IT OUT IN GLORIOUS 3-D! TAKE A SNEAK PEEK AT THE NEWEST POKéMON ACTION INSIDE POKéMON STADIUM.

You've caught 'em all on Game Boy—now you can transfer 'em all to full 3-D on the N64. Kabutops is definitely menacing in 2-D, but it's downright dangerous is 3-D.

LET THE GAMES BEGIN

Pokémon Stadium is an all-new concept in N64 gaming—while it can be played as a stand-alone game, it comes bundled with a Transfer Pak that allows you to transfer data from a Game Boy Red, Blue or Yellow Pokémon game to the Pokémon Stadium Game Pak. You can use your very own Pokémon in all of the challenging battles—in marvelous 3-D!

It's definitely not a problem if you don't have a team of your own on a Pokémon Game Boy Game Pak. You can rent a team of Pokémon from a wide selection of monsters included on the Pokémon Stadium cartridge. Within the walls of Pokémon Stadium, you will find all kinds of battles, from quick pickup games to full-out tournaments. Whether you're a Rookie or a Pokémon Master, you will find a battle or minigame to suit you in this pak o' plenty.

Let's say you are just getting into this thing we call the Pokémon craze, and you want to jump headlong into some battles. There are several areas within Pokémon Stadium that allow you to do just that, including the "Battle Now" area where a pre-selected team of Pokémon is ready and waiting to battle.

But maybe you're a seasoned Pokémon Master, and you've got a Pokémon roster on your Game Boy Pak that's just teeming with all-stars. That's even better. You can use that team to challenge the best of the best in the Gym Leader Castle or to tackle the no-holds-barred, anything goes Prime Cup.

In addition, nine minigames, a photo gallery, a place to play your Pokémon game and a final showdown with the formidable Mewtwo also await inside the Pokémon Stadium Pak.

Raichu's debut in 3-D is shockingly good. The Electric-type certainly seems to be getting a jolt out of it.


Night Shade


Twin Needle


Sky Attack


Hyper Beam

GET IN THE GAME, BOY!

One of the most exciting aspects of Pokémon Stadium is the fact that you can transfer data from your Game Boy Pokémon Pak of any color to your Pokémon Stadium game. The Transfer Pak (with your Game Boy Pokémon game snug inside it) plugs into the connector slot on the bottom of your Controller—when you turn on the N64, you will be able to select the Game Boy Pokémon game and transfer data, such as your favorite Pokémon, up to the Pokémon Stadium Pak and vice versa. Transferred Pokémon can participate in all the Cups, Gym Leader Castle, and Free Battles.

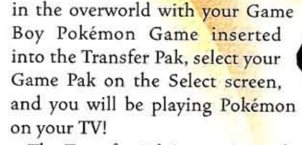



The Transfer Pak plugs into the bottom of your Controller and allows you to transfer data from your Game Boy Pokémon Pak.

The Transfer Pak also allows you to work with the data already on your Game Boy. Enter the Pokémon Lab, Professor Oak's research area, which contains a PC that lets you arrange your Pokémon and items on your Game Boy Pokémon cartridge quickly and easily. The Pokédex displays info about your Pokémon while a 3-D model of the Pokémon spins on the left.

Trading Pokémon is now easier, too. You can trade Pokémon between two Game Boy Pokémon games—as long as you also have two Transfer Paks.

The Game Boy Tower also makes use of the Transfer Pak. Just enter this Game Boy-shaped building in the overworld with your Game Boy Pokémon Game inserted into the Transfer Pak, select your Game Pak on the Select screen, and you will be playing Pokémon on your TV!



The Transfer Pak innovations that seem to spark even more excitement, however, are the two multiplayer options. You can challenge one friend to a battle much like the Cable Club matchups in the Event Battle area, or you and up to three friends can battle against each other with your own Pokémon in the Free Battle area. When three or more players battle, it becomes a tag-team match where anything goes and each Trainer controls his or her own Pokémon in the battle. If your friends have been bragging about their Pokémon, here is your chance to see whose Pokémon are really the best!



In the Game Boy Tower, you can play your Pokémon game on your TV and give your Game Boy a break.


Up to four players can participate in the Free Battles, or you can play alone against a practically unarmed computer opponent.



All new and improved, and found only in Professor Oak's Laboratory, it's the 3-D Pokédex, crammed with interesting facts.




Waterfall



Lovely Kiss



Blizzard

Fire Spin









ENTER THE STADIUM

When you venture inside the Stadium, you will find four very different tournaments to challenge you, each requiring a different strategy and combination of Pokémon.

The Poké Cup is the official Pokémon League Tournament, which allows Pokémon between levels 50 and 55, and the total for the three battling Pokémon can be no higher than 155. Strategically, this cup requires a balance between raw power and careful planning.

For a flat-out power struggle with seriously tough computer players, look no further than the Prime Cup, in which your entry Pokémon can be of any level—but your enemies will always be level 100 and sporting some seriously unexpected abilities.

Only the smallest Pokémon can participate in the Petit Cup, which actually has a height limit of 6'8"—that's small in Poké-terms—and a maximum weight of 44 pounds. To keep it interesting, a level limit of 25 to 30 is also enforced.

More small Pokémon are found in the Pika Cup, which is limited to Pokémon between levels 15 and 20. Both of the cups featuring the smaller Pokémon require more thought and preparation—with low HP, it's easy to faint after taking only one hit. After you've completed all the Cups and the Gym Leader Castle, Mewtwo will challenge you to a battle.



You'll face a lot of different types of Pokémon in the cups, including Poison-types like the Sludge-riffic Grimer.

GYM LEADER CASTLE

Battles in the Gym Leader Castle, the Stadium and the Free Battle areas are played with your own Pokémon, the rental Pokémon that are included on the Game Pak, or a combination of both.

If you've played Pokémon Red, Blue or Yellow, you know that you must challenge eight Gym Leaders to win Badges on your way to becoming a Pokémon Master. If you want to master all of Pokémon Stadium, at some point you'll have to storm the Gym Leader Castle. You will have to defeat three Trainers before you can battle each Gym Leader—and if any one of the four defeats you, you'll have to start all over again until you win every battle within the gym.

At the top of the castle, the Elite Four wait to battle anyone who can make it through the first eight challenges. And, as usual, your Rival has managed to beat you to the very top of the castle. You have to defeat him, or it's back to the Elite Four you go. After you've completed all the Cups and the Gym Leader Castle, Mewtwo will challenge you to a battle.



Once you've proved yourself in battle by defeating all the Gym Leaders and winning all the cups, Mewtwo will appear above the Stadium in the overworld. When you defeat Mewtwo, the second round of Pokémon Stadium is opened.

Kadabra has clearly met its match in this battle—it's thrown in the old spoon and called it a day. Perhaps this Psychic-type went up against a tough Bug-type.

















FUN FOR ALL AGES!

The entrance to the Kids Club invites, "Cute Pokémon hope you'll join them for fun!" It seems that in their off time, what Pokémon really enjoy is a good carnival game—or nine.

The fun and often challenging Kids Club minigames can be set to three difficulty levels—and while Easy is rather simple (but perfect for inexperienced players), many of the games become true tests of skill on the Hard setting.

The games range from the ring-toss fun of Ekans's Hoop Hurl, in which you try to fling Ekans (who takes on a circular shape) onto the Diglett that pop up, to the memory-busting Clefairy Says, which gives a rare glimpse into the schooling techniques of Clefairy teachers. Pikachu, Lickitung, Rattata, Voltorb, Kakuna, Sandshrew, Drowzee, Metapod and that rascally Magikarp are all featured in the habit-forming Kids Club games.





The Kids Club has nine minigames starring "cute Pokémon" that are pleasant diversions no matter what your age.

The huge success of Pokémon Snap proves there is a market for photographing Pokémon. The Gallery feature allows you to take your best shot of either your own Pokémon or the 149 rentable creatures. (Mewtwo is never rentable in any part of the game.)

The Gallery area provides you with a very adjustable camera—you can zoom in quite close for a sweet Pokémon portrait, or you can pull way back to capture an action-packed Pokémon pose. The Pokémon will move around in a limited, supermodel sort of way, giving you various poses to choose from. Part of the fun is finding an unusual angle and a funny or beautiful pose and snapping the picture at just the right moment. You might even capture the Pokémon in a pensive moment, as our photographer has done here with Wartortle.



HALL OF FAME

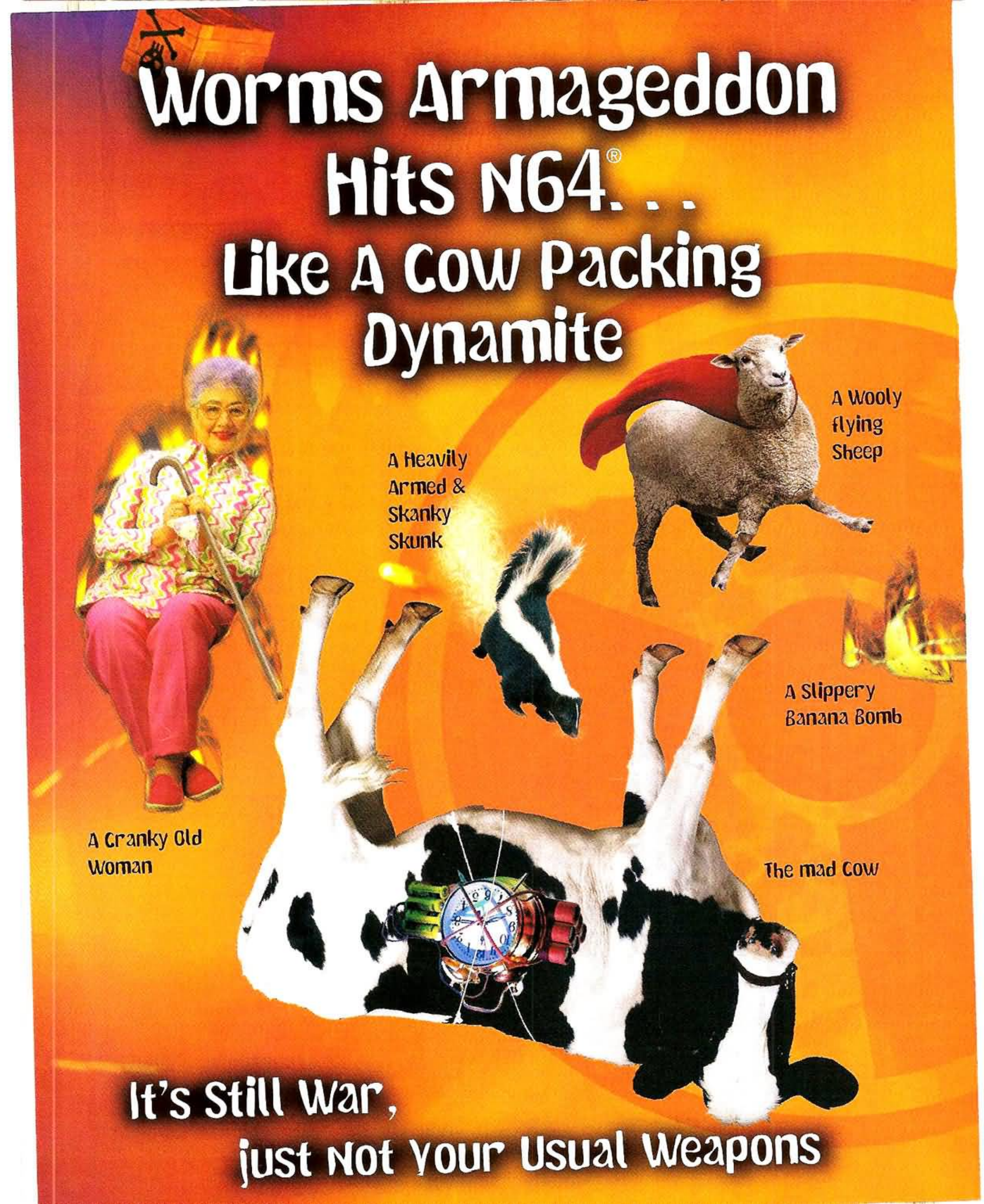
The eagerly anticipated Pokémon Stadium brings the entire lineup of Pokémon into beautiful, action-packed 3-D. You can battle your friends or take on the Gym Leaders, play minigames or snap photos—and you can jump right in even if you don't know a Vaporeon from a Jolteon. More experienced Pokémon Trainers can test the power of their cherished Pokémon lineup against their friends' or the computer's until they have once again made it to the top to become the ultimate Trainer. Even more surprises are loaded inside the Pokémon Stadium cartridge—catch 'em all in March.











Worms Armageddon
Hits N64®...
Like A Cow Packing
Dynamite
A Wooly
flying
Sheep
A Heavily
Armed &
Skanky
Skunk
A Slippery
Banana Bomb
A Cranky Old
Woman
The mad Cow
It's Still War,
just Not Your Usual Weapons



WORMS ARMAGEDDON FOR N64. . .

'DIS IS NO FISHING GAME. THE ULTIMATE TEST OF STRATEGY PITS WORM VS. WORM ON 44 BATTLEFIELDS FOR 1-4 PLAYERS. IGNITE 41 SPECIAL WEAPONS, LIKE HIGHLY FLAMMABLE OLD LADIES AND BOUNCY BANANA BOMBS, AS YOU INCH YOUR WAY TO VICTORY. IN MULTIPLAYER MODE, CREATE UNLIMITED ADDITIONAL LEVELS FOR NON-STOP PLAY. WORMS WITH WEAPONS. . .TAKE THE BAIT.





EVERYONE
MILD LANGUAGE
ANIMATED VIOLENCE











PGA European Tour

TEE TIME EURO-STYLE



Infogrames hopes its first N64 golf sim winds up on the leader board, but the competition is fierce both here in North America and in Europe. Let's take a look at this duffer's strength.

THE FLYBY

Europe is home to many majors champions, not to mention championship courses. Great Britain, Ireland, Spain, Germany, France, Portugal, and the birthplace of golf, Scotland, all have a rich tradition with the links. Infogrames, a French company, wanted to represent the diversity of the European tour. This game features virtually all of the top pros from the continent and four excellent courses. Peter Alice provides first-rate commentary. There's a four-player option and even a create-a-golfer mode. But all that may not be enough to take home the winning purse, because PGA European Tour's controls suffer from a slow learning curve and its greens can be difficult to read.

THE QUICK ROUND

For hackers who just can't stand the thought of having to wade through the seemingly endless setup menus of this game, there's a simple alternative—the Quick Game. You'll begin a round on one of the courses chosen at random.



Play a full round on a randomly selected course. You'll have no distractions such as competition, prize money or game setup. The only drawback is that you can't choose an optional control setting.

Non-Tour Golf

Play your game the way you like it in the Non-Tour Golf Mode. Players choose between Stroke Play, Match Play, Skins and Practice Rounds. You can shoot a round on your own or play with a foursome.





STROKE PLAY

Stroke Play is the most common form of scoring in golf matches. Players count every stroke they take for the round, and each golfer competes against all the other golfers. This is the type of scoring usually found in tournaments.

MATCH PLAY

In Match Play, each golfer competes to win as many holes as possible. The player who shoots the lowest score for the most holes will win the match. Commonly, Match Play is used by twosomes or foursomes.

SKINS

A skin is a purse associated with a hole. Golfers, usually in foursomes, compete to win the skin by shooting the lowest score on that hole. If the players tie, then the skin gets added to the next hole.

Europe's Finest

Country & Rank

England
Warren Bennett - 0
David Carter - 19
Neil Cheetham - 177
Nick Faldo - 82
Gary Evans - 56
Paul Broadhurst - 35
John Bickerton - 128
David Howell - 32
Mark James - 58
Justin Rose - 0
Van Phillips - 50
Roger Winchester - 201

Ireland
Padraig Harrington - 29
Sean O'Conner - 0

Scotland
Sam Torrence - 14
Colin Montgomerie - 1
Paul Lawrie - 0
Stephen Gallagher - 0
Andrew Coltart - 9
Gordan Brand Jr. - 39
Gary Orr - 28
Darren Lee - 178

Wales
Phil Price - 15
Ian Woosnam - 20
Iain Jones - 0

Germany
Alex Cejka - 34
Thorsten Flick - 0
Bernhard Langer - 3

Austria
Greg Chalmers - 25
Peter O'Malley - 36
John Senden - 0

Poland
Jacek Wiesczzycki - 0

Russia
Retrif Goosen - 18

Sweden
Max Anglert - 204
Mathias Gronberg - 10
Christopher Hanell - 0
Per-Ulrik Johansson - 8
Frederik Lindgren - 0
Per Nyman - 0
Jarmo Sandelin - 0
Patrick Sjoland - 5

Denmark
Thomas Bjorn - 6
Soren Hansen - 0

Norway
Sven Thorvaldsson - 0

Spain
Miguel Angel Jimenez - 4
Seve Ballesteros - 108
Ignacio Garrido - 40
Jose Maria Olazabal - 7

Argentina
Eduardo Romero - 21
Jorge Berendt - 0
Angel Cabrera - 45
Ricardo Gonzalez - 0

Portugal
Manuel Aires - 0

Italy
Massimo Scarpa - 0
Costantino Rocca - 24

United States
Craig Hainline - 41
Adam S. Rib - 0
Scott Dunlap - 142

Different Strokes

Infogrames uses a simple menu to choose how you hit the ball. Push the B Button to access the seven options on the stroke menu. Options are available only for the clubs that you can play with the chosen type of stroke.





Use these options when facing a difficult shot. If there's a tree in front of you, try using the Bump & Run option to keep the ball low and clear of the branches. Us e backspin to stop the ball and topspin for extra roll.

Practice Makes Perfect

Improve your game by practicing in the four Practice Mode options. Play a Practice Hole, use the Driving Range, work on your Short Game or try some extra Putting Practice. Use these options to learn the intricacies of the game's control system.



Learn to read the swing meter and knock the cover off the ball. Stop your swing at the upper white line and bottom white line when using the default controls.



Learn to use the camera controls to pan around the green and look at the slope from several angles. We also recommend turning the grid on for extra depth control.

Druids Glen - Ireland

This par 72 course features lots of water and trees. Practice a round with unlimited mulligans to learn all the holes including the tough ones we've noted here. On the well-protected second hole, tee off with a one-iron and check your placement with the camera. On the approach to the fifth green, use backspin or a high pitch so the ball stops on the green.



8th Hole—166 yards—Par 3

The green on the eighth hole is nestled behind a large pond. You can reach it directly by hitting over the trees to the left of the tee. Use a three-iron and backspin to give yourself a shot at a birdie.



14th Hole—333 yards—Par 4

If you drive the water successfully, you'll have a one-iron shot to reach the green. If you'd rather play it safe, use a short iron to lay up before the bunkers, then pitch onto the green.



15th Hole—456 yards—Par 4

This is a long, straight par four. If you get a nice drive, you can hit your second shot across the pond to the green, but it's not easy. The safer choice is to lay up to the right and pitch onto the green.



17th Hole— 203 yards—Par 3

On this hole you'll hit to a tiny emerald isle in a lake. Use your one-iron with backspin and aim at the front bunker. You'll bounce off the sand and roll up to the pin in perfect position for a birdie putt.



18 Hole—450 yards—Par 4

This par five isn't long, but it has several water hazards and narrow fairways. Getting on the fairway should be your number one priority. The approach across the final pond is dangerous. Use backspin to stop the ball.

The K Club - Ireland

Another typically Irish course, the K Club is a green dream sprinkled with water and bunkers. In most cases, good drives will set you up nicely. Use the pop-up map to see where your shot is likely to land. On the greens, use the adjustable camera to get a higher perspective. If the yellow line passes over the hole, you'll have a great chance at sinking the putt.





7th Hole—606 yards—Par 5

This is an extremely long hole, but it offers you a great chance at a birdie. Go with your driver on the second shot, laying up on the right side of the stream. Then pitch onto the green with your nine-iron.



8th Hole—375 yards—Par 4

If you get a big drive on this hole, use a middle-iron to reach the green in two. If your drive is under 200 yards, it's better to lay up and shoot for par. The green is large and flat, perfect for sinking a long birdie.



16th Hole
395 yards—Par 4

Here's another great chance for a birdie. Place your drive in the middle of the fairway about 190 yards to the pin. From there, use the one-iron with backspin over the water to reach the green.





10th Hole
413 yards—Par 4

Even with an excellent drive of 250 yards or so on this hole, you'll be faced with a difficult second shot to reach the green. Use the three-wood, and let the ball roll onto the green and position you for a birdie.



12th Hole—170 yards—Par 3

This little par three is an easy birdie. Use your three-iron and backspin. Even so, your swing will have to be almost perfect if you hope to land near the pin. If you do, you'll be down in two.

Quinta do Lago - Portugal

This par 72 course is lined with tropical trees and features some big water hazards. The fairways tend to be narrow and lined by trees, making precision very important. The terrain is fairly flat, but look for some deceptive slopes, such as the downhill on the 7th Hole that can roll your drive past the green. On the doglegs, take care that you don't drive into the trees.



14th Hole—417 yards—Par 4

If you blast a long drive on this hole, you'll have a great chance at a birdie. The drive is a straight shot—just hit it cleanly. Use backspin on your approach shot and nail the putt to clean up on the hole.



15th Hole
218 yards—Par 3

Although the default club selection on this par three is the three-wood, it's better to choose the one-iron and use backspin to stop the ball. If you hit the wood, chances are the drive will carry out of bounds.



Kungsängen - Sweden

This Swedish course dishes up a smorgasbord of holes that wind between the evergreen trees. Unlike many of the other three courses in the game, Kungsangen has lots of elevations. Sometimes you'll tee off on an elevated platform, or there might be slopes along the fairway.



8th Hole
518 yards—Par 5

Place your drive on the wide part of the fairway where there's a slight dogleg to the left. If you shoot too far, you'll wind up in deep rough. A second fairway wood will carry you close to the green, and a short pitch with a lob-wedge will do the rest.



15th Hole
173 yards—Par 3

This is another par three hole that leaps a lake. Use a middle-iron such as a three-, four- or five-iron with backspin to drop your tee shot onto the green. If you reach the green, you should also make the birdie putt.

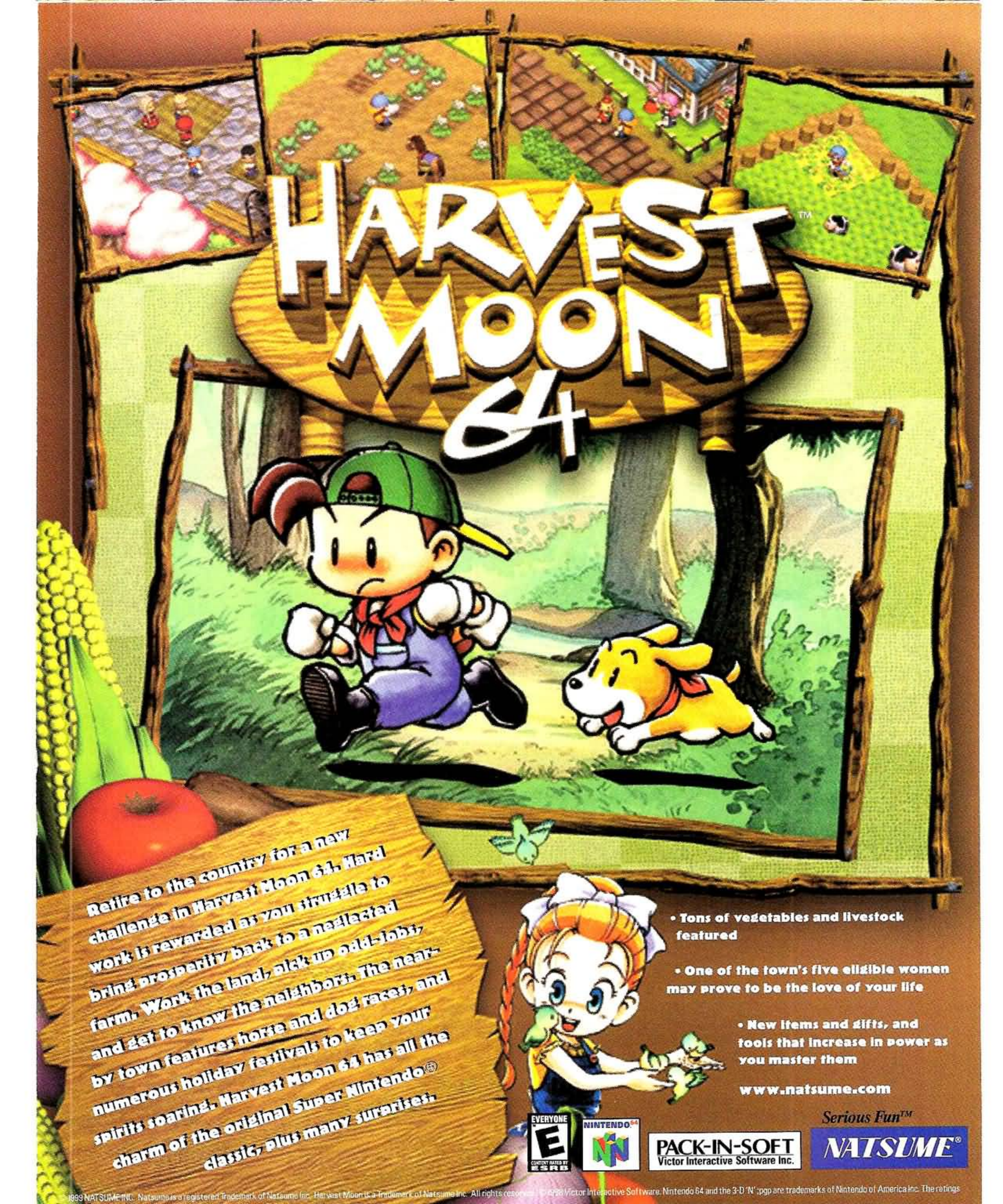
Leader Board



The leader board shows the top golfers in a tournament. Golfers are ranked by their winnings, as well. If you create a golfer, you'll see his name along with the real pros.

Duffers' Delight

PGA European Tour may not have incredible graphics or the simple wackiness of Mario Golf or CyberTiger, but it makes its mark as a realistic simulation. The slow learning curve may discourage some, but virtual golfers who stay the course will find that this European import focuses on realistic shot-making. Play a round and see.


HARVEST MOON 64™
Retire to the country for a new challenge in Harvest Moon 64. Hard work is rewarded as you struggle to bring prosperity back to a neglected farm. Work the land, pick up odd-jobs, and get to know the neighbors. The near-by town features horse and dog races, and numerous holiday festivals to keep your spirits soaring. Harvest Moon 64 has all the charm of the original Super Nintendo® classic, plus many surprises.
• Tons of vegetables and livestock featured
• One of the town's five eligible women may prove to be the love of your life
• New items and gifts, and tools that increase in power as you master them
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NINTENDO SOFTWARE TECHNOLOGY CORPORATION, THE COMPANY'S NEW GAME DESIGN HOUSE, HAS BEEN LABORING IN THE SHADOWS FOR MONTHS. NOW ITS WORK IS SET TO APPEAR ON GAME SYSTEMS AROUND THE WORLD.

NEW WESTERN GAMESLINGER

Mario was born in Kyoto. So were Link, Yoshi and Samus. Nintendo's legendary in-house game designers in Japan have been innovating and invigorating the industry for many years. Now they have partners on the other side of the Pacific. Nintendo Software Technology Corporation, or NST, has been reworking classic games right here in North America—games like Bionic Commando, Ridge Racer 64 and Crystalis. As these titles begin to hit the market, the team at NST is turning its attention to several top secret original games. Let's take a peek through the smoked glass windows of NST's secure building to find out who they are and what they've been up to. You'll get a look at all the sweat, toil and ingenuity that go into making your favorite games.

BOOTING UP A COMPANY

When NOA Chairman Minoru Arakawa gathered Scott Tsumura and Claude Comair at his house for dinner a couple of years ago, what he really had in mind was the formation of a company. Tsumura is a video game veteran with a pedigree going back to the late '70s arcade classic Moon Patrol. Comair is the man who started Digipen, a combination video game university and production house. Mr. Arakawa laid an exciting offer down on the dinner table: Create a new game development house in America with the powerful name and backing of Nintendo.

"I don't know why, but I was always working on something related to Nintendo," Tsumura said. So why not go to work directly for the company? The two men jumped at the offer and immediately hired Andy Hieke, another industry veteran, to head up product development.

"It was a lot of work," Hieke said. The three-man company had a single room in NOA headquarters, a phone and a mission to develop four games. They assembled a team of recent Digipen grads and experienced programmers like Robert Champagne.

Then they started on the three aforementioned games—along with Panel De Pon, a puzzle game slated for release in Japan—while quickly making the transition to their Redmond, Washington, HQ.

"I'VE ALWAYS BEEN A NINTENDO FAN. I STARTED OUT WORKING ON THE GAME BOY. THIS WAS AN OPPORTUNITY TO BRING OUT THE KIND OF SOFTWARE THAT I WANT TO SEE AT NINTENDO."

—Robert Champagne, VP of Engineering, NST

Designing games is a serious business, but you wouldn't know it from the laid-back work environment at NST. Game Designers spend a lot of time playing the different games they create. They also surround themselves with their favorite toys and characters to provide inspiration.



NST is rolling out a trio of games as its introduction to the gaming world. Ridge Racer 64, Bionic Commando and Crystalis are all featured in this issue of Nintendo Power.

Video Game U. THE DIGIPEN CONNECTION

THE PREMIERE SCHOOL FOR VIDEO GAME DESIGNERS began its life, believe it or not, as a company in Vancouver that made software for the automobile industry. NST Chairman Claude Comair started Digipen back in 1990 as a production house for industrial simulations.

Comair soon decided he preferred the entertainment industry to plain old industry. Games were what interested him the most, so he set out to reinvent Digipen as a video game company.

He ran into trouble right away. There weren't enough experienced graphic designers and programmers to fill the positions he required. After talking to Mr. Arakawa, he found out he wasn't alone in this dilemma. With Nintendo's backing, Comair started the world's first video game university.

The response was tremendous, and in 1996, the school registered the first bachelor's degree in video game development. Digipen has been turning out some of the industry's top people ever since.

Then, with the advent of NST, Digipen moved its operations to Redmond, Washington, right across the street from NOA. Now NST and the school are housed in different parts of the same building.

"If you want to create a school for video game making, Redmond is the place to do it," Comair said. "This is the equivalent to what Silicon Valley is for the hardware industry."

THE GAME PLAN

Creating a game is an intensive, complex endeavor, often involving dozens of people. When the designers at NST first sat down to work, they had to make sure there was a proper plan. Prassana Ghali, the Vice President of Engineering and R&D, said that everything in a game starts out on paper as a flow chart. The designers carefully map out the game before anyone begins programming on a computer. Every point on the flowchart becomes a flowchart in itself, until the tiniest details of game play are understood. Then it's time pull out the skeleton.

> "A LOT OF TIMES, PROGRAMMING IS A MEANS TO AN END AND NOT AN END IN ITSELF. UNLESS YOU HAVE SOMETHING GOOD ON PAPER, IT'S NOT GOING TO WORK."
>
> *—Prasanna Ghali, VP, Engineering R&D, NST*

BUILDING THE TOOLS

We create a skeleton at the beginning," said Ghali. "Each person is slowly putting his stuff into the skeleton to make the whole body." The "skeleton" is actually a tool, or program, built to create a specific game. Because people who work on a game have different areas of expertise—programming, art, sound effects, etc.—engineers create these tools to make sure everyone can work on the game. The basic game structure is in the tool, but it's up to specialists to turn the sky red, make the bosses difficult or give players secret moves. In other words, the tool is the game before the cool content is added. For example, Director of Engineering Samir Abou-Samra designed tools for Bionic Commando that allow designers to change the number of shots snipers fire or how soon they react when a player's character enters an area. Any given enemy can be a pushover or impossible to defeat, depending on a designer's whim. As they learn the final amount of memory available for them to use, designers try to pile as much onto the skeleton as possible. In the case of Bionic Commando, Abou-Samra said the design team was able to incorporate N64-style human movement into the Game Boy format. That means the commandos go through 15 frames of motion where the typical Game Boy character would have three. The female commando's hair actually moves while she runs. Sound engineers also managed to squeeze digitized voice samples and realistic gunfire sounds out of the Game Boy's humble audio capabilities.

For Ridge Racer 64, Ghali and project director A.J. Redmer started out with source code from earlier games, but then they experimented with new ways to make the game more fun. Rival cars were programmed to harass players, and fast CPU opponents will even taunt you by allowing you to pass before dusting you. Little details like moving airplanes or a camper by the side of the road are the frosting on the cake that add character to a game. Then more and more secret features were added as designers found the memory for them.



Artists play a critical role in the creation of games, providing the conceptual art that allows designers to envision the final product. Engineers build the tools that allow designers to realize the ideas behind the drawings. Finally, before a game like Ridge Racer 64 makes it into your N64, designers need to balance the game for optimum game play.

GAINING YOUR BALANCE

When the programmed pieces of a game come together, that doesn't mean it's time to put up your feet and relax. Sometimes the physics of objects in the game need to be adjusted, or perhaps some objective is impossible to complete. Every game needs to be balanced and debugged before it's considered finished. Much of this work is done right in the designers' offices, as the game makers themselves play and replay the games. If the collision physics in Ridge Racer 64 are making the game too difficult, engineers must go back and rethink the way two cars collide. How much should the player's car slow down? What happens if the player hits the side of an opponent's car rather than the back? They must ask and answer hundreds of such questions—because if designers aren't careful, gamers will be able to tell the difference. Once a game passes muster, it's manufactured as Game Paks, shrink-wrapped and shipped to stores.

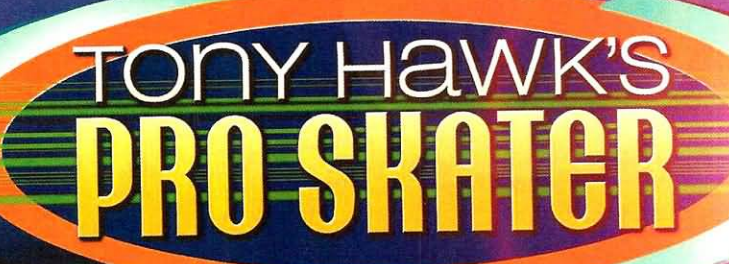
THE NEXT WAVE

NST always has games in some stage of development, but their work is kept confidential until just before the game is ready for release. In addition to making specific games, team members put in long hours in Research and Development, creating new programming tools to make future games better or devising ways to make the sound and display more vivid.

Perhaps the most important work of all being done at NST is also the most secret. Development is underway there for the next generation of video games that will be played on the Dolphin system. Gamers should expect Nintendo Software Technology to make a big splash in the coming months.



Every detail of games like Crystalis and Bionic Commando is carefully planned. For example, sound designer Lawrence Schwedler writes interactive music that needs to shift character instantly, depending on what players do in the game.



TEAR IT UP!

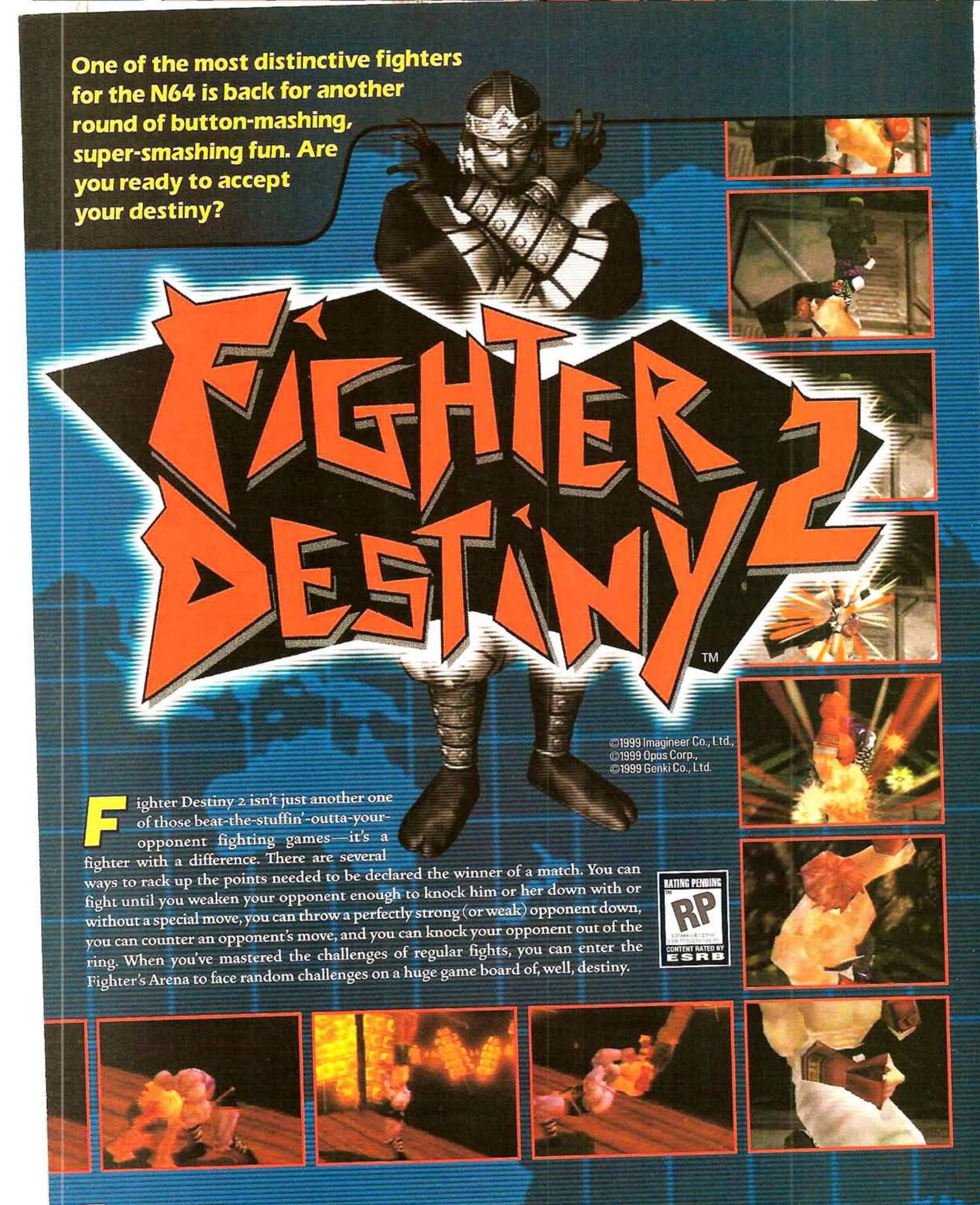
IT'S COMING...THE FIRST N64 SKATING GAME IS JUST AROUND THE CORNER, AND LET US BE THE FIRST TO TELL YOU IT'S ALL GOOD. PREPARE TO RELEASE THE DERANGED SKATE RAT WITHIN.

Too nervous to try a 360 Nollie onto a railing over a concrete stairway? Too attached to your vertebrae to attempt nosesliding the rafter beams of your local skate park? Well, Tony Hawk has a gift for you. The patron saint of skaters the world over has taken it upon himself to offer you the skills and services of the sickest bunch of skateboarding hooligans around. Tony Hawk's Pro Skater is almost here, and Activision has done a bang-up job of reproducing the joys of skating while eliminating the whole broken-bone-and-abraded-epidermis-emergency-room-sidetrip part of the sport. All the legends are here with all their legendary boards, and you'll take them into some of the tastiest, skater-friendly environments ever conceived, from a Miami school to the streets of San Francisco. The graphics are amazing, the controls simple, the soundtrack kicking, the two-player mode loads of fun and the stunts absolutely awe-inspiring. Don't believe us? Take a look at The Man busting a 360 Flip to Mute pictured to the left. Does that look like anything you'd try on the busted-up quarterpipe your dad built in your backyard? Finally, here's your chance to become one of the skating elite.






MATT BERINGER
360 Can-Can at Fuzzy's House
REDLINE
www.redlinebicycles.com/npower.asp
Joystick Not Included.
CPSC Equipment included but not shown. Always wear a helmet. PHOTO IKE TAYLOR.
SINGLE X
Built to tear up the dirt or the street.
Monocoque type alloy frame > REDLINE® Monster Fork > REDLINE® Trail bars > Big Block crank > Alex 7X rims > Dirt Dog Saddle > REDLINE® Platform pedals.
Proline Team > Made to race BMX.
C-Note > Cool for Vert, Ramp, or Street.
Signature Pro > AA Pro John Purse's ride.
RL380 > Designated for runs to 7-11.
Official Team CoSponsors
ALEX RIMS
TIOGA
TRI-FLOW
KOOL STOP
ATI
NO FEAR
SHIMANO



One of the most distinctive fighters for the N64 is back for another round of button-mashing, super-smashing fun. Are you ready to accept your destiny?

Fighter Destiny 2

Fighter Destiny 2 isn't just another one of those beat-the-stuffin'-outta-your-opponent fighting games—it's a fighter with a difference. There are several ways to rack up the points needed to be declared the winner of a match. You can fight until you weaken your opponent enough to knock him or her down with or without a special move, you can throw a perfectly strong (or weak) opponent down, you can counter an opponent's move, and you can knock your opponent out of the ring. When you've mastered the challenges of regular fights, you can enter the Fighter's Arena to face random challenges on a huge game board of, well, destiny.



Many different routes will lead you to your ultimate destiny. Is there a fight with the computer in your future? Maybe a friend will rise to battle. Or...perhaps...a cow?

VS. COM

This basic fight-a-succession-of-fighters mode allows you to continue the game if you mess up. You'll unlock the gallant Gallic gladiator Fabien when you clear this mode.



TRAINING

Enter the Training area and pause the game with the Start Button, then select the Command List to see the button combos for the moves. You have much to learn.



NORMAL

The plain vanilla attacks are actually anything but. Each character has his own unique set of moves, including throws, holds and blocks. The dummy will calmly sit there and take it—apparently, he likes vanilla.



AERIAL

Many attacks will launch your opponents into the air, allowing you to kick or punch them as they float back to the ground. Here you will need to practice the moves that send the other guys flying and the quick hits that keep 'em hanging.



SPECIAL

When your rival is almost down, he will turn purple to show that he is in Piyori (stunned) condition and can be knocked down with a regular or special move. In this practice area, the dummy is always purple, making it easier to learn the high-scoring special attacks.



ESCAPE

You must learn how to evade attacks as well as you make attacks. In this practice area, you can choose what sort of attacks you want to practice evading. The practice dummy will act accordingly.

VS. BATTLE

Two players have two options when playing Fighter Destiny 2. The Normal Vs. Battle is precisely that, a normal one-on-one battle. The stakes are a little higher in the Win or Lose Vs. Battle.



NORMAL

In this battle you and an opponent can each choose from any of the fighters. You can also access the Option area to change the time limit, point values for different attacks and other variables to suit your mood.



WIN OR LOSE

Both players can enter this game with a saved character. The player who loses the game also loses a move, and the winner gains a move. It's possible to rob a lesser player of all his learned moves until his fighter is practically useless.



Some of the biggest challenges of Fighter Destiny 2 happen within the Record Attack area. Can you beat 100 fighters in a row without losing?



SURVIVAL

The name is no exaggeration. You must triumph over 100 challengers—without restarting or playing a match over. You can, however, save the game and come back to it if you don't think your fingers can take all the pressure at once.



FASTEST

This game has you competing with your best time to see how fast you can defeat four more-than-worthy opponents. Throw downs work very quickly and are a good bet here. Counters are also very fast attacks.



RODEO

The bovine contender is one tough piece of beef. You can't damage it, but you can attack it and dodge its attacks to buy time. Aim some kicks at the cow's ankles to buy a bit of time—but try not to kick the cow out of the ring.

FIGHTER'S ARENA

This game board combines nearly every aspect of Fighter Destiny 2 into one challenging game. You move along the board, stopping to battle the characters you land on. If you play well, you will be rewarded with new moves and more power.



PRIZE FIGHTING

The Master will increase your stats if you perform well when he pops in to watch one of your matches or when you battle him. As long as you win these matches, you will gain more power, health and recovery ability.



THE MASTER





When you reach one of the glowing squares, you fight the Master. The Master becomes tougher to defeat as the game goes on. He will reward you with a new move and increase your stats if you beat him.



1-POINT BOUTS



On occasion, the master will decide to shorten some of your matches from the regular four points to only one point, which means you have to win the bout decisively.

MAP KEY

- SAEKI
- ADRIANA
- ABDUL
- FEDERICO
- D-DOG
- KATE
- NINJA
- ZIEGE
- PIERRE
- DIXON
- MEILING
- FABIEN
- MOU
- SAMURAI
- CHERRY
- 1-POINT BOUT
- F FASTEST BOUT
- S SURVIVAL BOUT
- R RODEO
- CHERRY (7-POINT FIGHT)
- MASTER (7-POINT FIGHT)
- CHERRY WARP

F S R

START

FIGHTER'S ARENA MAP

CHERRY





If you land on a square with a blue-haired bombshell on it, or on one of the glowing lavender hearts, you will fight the garishly glam Cherry. Unfortunately, if you defeat her, her face will appear on the Roulette wheel you spin. If you land on her image there and lose the match to her, she will send you to her house on the other side of the board.

THE FINAL FIGHT





Ultimately, you choose your own destiny. When you select the Fastest Bout, you have to defeat each of four challengers in under 90 seconds. If you choose the Survival Bout, you have to defeat 20 opponents in a row. In Rodeo you have to keep the cow at bay for 30 seconds. Rodeo is the easiest, Survival is the hardest and, logically, results in a greater reward.



Each combatant has his or her own personal flair—cleverly named moves and gaudy costume changes and the like. The fighters also vary in size, strength and ability. Try out each one until you find one that matches your style.



A CHANGE OF CLOTHES

If you don't like the outfit your chosen fighter is sporting, hold down the R Button while selecting the character. You will see an alternate pose appear on the Select screen, and your fighter will be wearing something new.

NEW MOVES

If you play the Vs. Com game and defeat everyone who gets in your way, you will earn a new move to use on your next opponents. Once your character has learned every possible move, he will become distinguished as one of the Master's Initiates.

TYPES OF MOVES

UPPER/MIDDLE/LOWER ATTACK

Kicks and punches fall within the upper, middle or lower attack types. Middle attacks are harder to duck, but any attack can be avoided.

THROW

You can accomplish most throws by hitting the A and B Buttons at the same time. But beware—throws are escapable and might be redirected at you.

COUNTER

Moves designed to counter an opponent's move can also end a match if completed successfully. Cherry is very hard to counter.

KNOCK DOWN

These superpowerful but usually slow moves will knock your opponent down and end the match—if you manage to pull them off.

LOCK

When you're very close behind an opponent, you can use a lock to grab and hold 'em. It's relatively simple to break out of a lock.

SPECIAL

You get the most points for pulling off a special move, which can be done only when your opponent is in Piyori condition.



SAEKI

The Japanese martial arts expert, Saeki, has a nice balance of strength and speed. His knock-down moves are easy to use and relatively swift. Saeki is a good fighter for the novice.

MOVES

MACH PUNCH (MIDDLE ATTACK)
↓ ↘ → B B B B

MACH SPIN (KNOCK DOWN)
→ → A A A

MACH TOMOE (THROW SKILL)
↓ ↘ → B B B → A + B Close to opponent

MACH BUSTER (SPECIAL)
↓ A + B From behind when opponent is stunned



HIDDEN SKILL



SHINRA-BANSHO-ZAN
(SPECIAL)
↓ ↘ → ← B
When opponent is stunned



ADRIANA

Bubbly Brazilian babe Adriana has an athletic, almost rhythmic dancing... make that fighting... style. Her normal attacks aren't very strong, but her special and knock-down attacks are exceptional.

MOVES

HUMMING SAMBA (MIDDLE ATTACK)
↓ B B B B

LA LA LA BAMBA (KNOCK DOWN)
B B B → B

YOU & I... (THROW SKILL)
→ ← A + B Close to opponent

THE SUN'S HUG (SPECIAL)
← A + B From behind when opponent is stunned

HIDDEN SKILL



THE GREAT SINGER
(COUNTER)
↙ → ↙ ↘ B
When opponent is stunned



ABDUL

Abdul, the big and burly fighter from Mongolia, has some awkward, somewhat slow moves. His combos are pretty easy to pull off, however, and with the right timing they are very effective.

MOVES

CRAB HELL (UPPER ATTACK)
↓ (B) (B) (B)

HEAVEN THRUST (KNOCK DOWN)
← ← (B)

HIP HELL F (LOCK SKILL)
↘ (A) + (B) Close behind opponent

FLYING FISH FROM HELL (SPECIAL)
← ↓ → (B)

HIDDEN SKILL



HELL HYAKURETSU-KEN
(SPECIAL)
↓ → ← ↓ (B)
When opponent is stunned



FEDERICO

Is Federico a slick Italian Scientist or a stylishly suave Race Car Driver? No matter, he's a quick fighter with a lot of good distance attacks and medium power.

MOVES

COMBO DEL SOL (MIDDLE ATTACK)
→ (B) ↑ (B)

JOLT BACK KNUCKLE (COUNTER)
→ → (B)

ARM BREAK THROW (THROW SKILL)
↙ (A) + (B) Close to opponent

PLASMA HEEL BREAK (SPECIAL)
→ ↙ (B) When opponent is stunned

HIDDEN SKILL



SUPER NOVA
(SPECIAL)
↓ ↙ ← → (B)
When opponent is stunned





The startlingly original D-Dog comes from the U.S. This lanky, strong fighter has fantastic reach and would probably feel just as comfortable on the basketball court as he does in the fighter's arena.

MOVES

BLASPHEMY CHOP (MIDDLE ATTACK)
↓ (B) (B)

HAMMER KNUCKLE (KNOCK DOWN)
↙ (B)

COCONUT CRUSH (THROW SKILL)
→ ↓ (A) + (B) Close to opponent

WINDMILL (SPECIAL)
↓ → (A) + (B) From behind when opponent is stunned

HIDDEN SKILL



OMEGA TORNADO
(KNOCK DOWN)
↓ ← ↑ (B)
When opponent is stunned



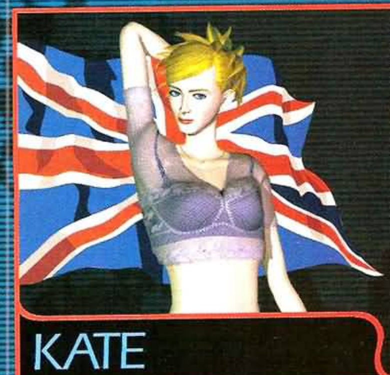
ESCAPE A THROW

When someone tries to throw you, you may escape if you quickly press the A and B Buttons simultaneously. When you are the victim of a Side Throw, hit Down on the Control Pad and the A and B Buttons to set the Sidethrow Shoulder Return in motion.



DODGE & BLOCK

To fight well in the eyes of the Master, you must learn to dodge and block attacks wisely. You can use Down on the Control Pad to duck and Up to jump, but the L Button will jump, duck and dodge as well. Use the R Button to block.



KATE

Sultry Kate seems to have left a bartending job in Great Britain to meet her fighter's destiny. She isn't the fastest or the strongest, but her kicks and combos are quite effective.

MOVES

QUEEN'S HOUSE (UPPER ATTACK)
← ← (B) (A) (B)

EARTH COCKTAIL (KNOCK DOWN)
↓ ↘ → (B)

SLAP 'N' SLAP F (LOCK SKILL)
→ ← ↓ (A) + (B) Close behind opponent

ONE HANDED BACK BREAKER (SPECIAL)
↓ ↙ ← (A) + (B) Close to stunned opponent

HIDDEN SKILL



JUMBLED COCKTAIL
(KNOCK DOWN)
← ↘ ← (B)
When opponent is stunned





Every fighting game needs at least one Ninja. This stealthy Japanese fighter is graceful, quick and powerful and has wide, swinging kicks. The Ninja is a very balanced character.

MOVES

MOONLIKE FEET (UPPER ATTACK)
→ (B) (B) → (B)

MINE PALM (KNOCK DOWN)
↓ ↓ (B)

HELL GATE KNEE F (LOCK SKILL)
← → (A) + (B) Close to opponent

JUJI-SUI (SPECIAL)
→ ← → (A) + (B) Close to stunned opponent

HIDDEN SKILL



CHIDORI-UCHI
(UPPER ATTACK)
→ ↘ ↓ ↙ ← (B)
When opponent is stunned



Ziege, the blue behemoth, hails from what must be a pretty cold part of Germany. The big blue brawler is very strong and has a long reach. Someone this big is, of course, a bit slow.

MOVES

STOMPING 3 (LOWER ATTACK)
→ (A) (A) (A)

NECK HANGING TREE F (LOCK SKILL)
← → (A) + (B) Close to opponent

BRAIN BUSTER (THROW SKILL)
↘ (A) + (B) Close to opponent

GIANT SWING (SPECIAL)
↓ ↘ → (A) + (B) Close to stunned opponent

HIDDEN SKILL



FINAL BOMBER
(COUNTER)
↓ ↑ → (B)
When opponent is stunned



ON THE EDGE

When you are hanging off the edge of the platform, you can pull your opponent down to the ground by hitting the A and B Buttons at the same time. Your opponent has to be pretty close to your hands for this move to work.



STUNNED SURVIVAL

One great break from tradition comes when you are stunned in the Piyori condition. You can still evade attacks and back away from your opponent when you are stunned, and if you aren't knocked down quickly you can regain your health and continue.



PIERRE

French clowns are a fiesty lot, and Pierre is particularly pugilistic. He's fast and evasive, and he has bizarre moves that require good timing. Pierre is not a strong clown.

MOVES

CRABBE KICK (UPPER ATTACK)
← B B ↑ B

LA TORNADA (KNOCK DOWN)
↓ ← A

ROLLING CRAZY F (LOCK SKILL)
↓ ↙ A + B Close to opponent

FRANKENSTEINER (SPECIAL)
→ → ↓ A + B From behind when opponent is stunned

HIDDEN SKILL



VERY MYSTERIOUS DANCE
(SPECIAL)
← ← → B
When opponent is stunned



DIXON

Who says punk is dead? Not Dixon, a British hooligan whose style is most certainly street fighting. Dixon is a tough chap with decent speed—this bad boy is not a bad choice.

MOVES

HEAVY TUNE (LOWER ATTACK)
→ ↓ B A B

I'M A NEGATIVE CREEP (KNOCK DOWN)
← ↙ ↓ B

BULL DOCKING DROP (THROW SKILL)
↙ A + B Close to opponent

HEAL A MILLION... (SPECIAL)
↓ ↘ → A + B Close to stunned opponent

HIDDEN SKILL



HELLO NASTY
(SPECIAL)
↓ ↑ B
When opponent is stunned



MEILING

Pretty little impish fighter Meiling is light and quick on her feet with plenty of impressive kicks. She is not exceptionally strong, but her speed more than compensates for that.

MOVES

TENKAKUSHO (UPPER ATTACK)
↓ A + B B B B B

RENSHU HASHU (KNOCK DOWN)
B B B ↘ B

REN-KAN-THIGH (COUNTER)
← A B B

SHISEN-MANGAN (SPECIAL)
B B A B B A B When opponent is stunned

HIDDEN SKILL



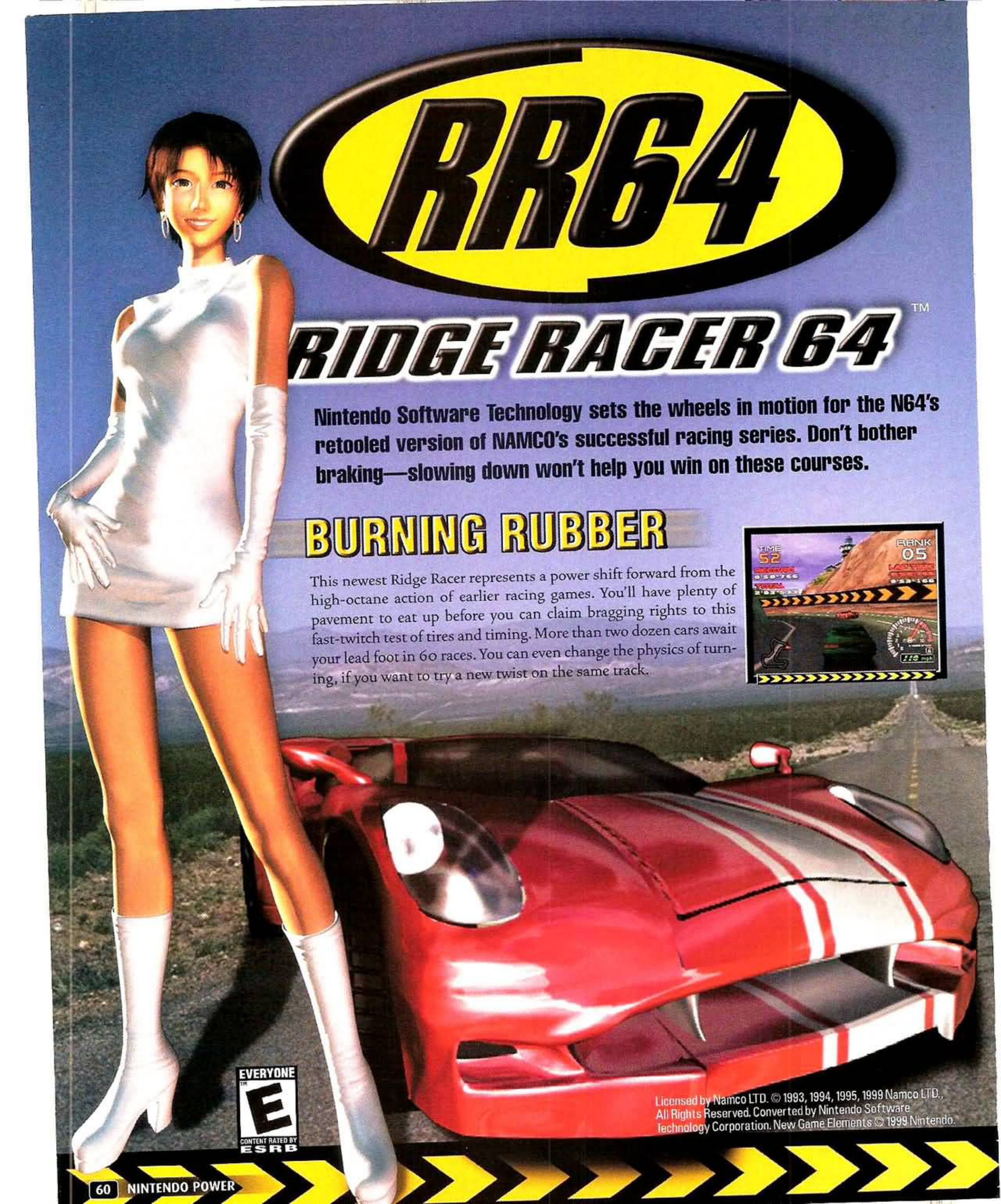
4th GATE THUNDER KICK
(UPPER ATTACK)
→ ↘ ↓ B
When opponent is stunned

YOUR DESTINY AWAITS

Fighter Destiny 2 has plenty of replay value as you try to discover all of the secret moves for each character, defeat 100 challengers in a row and learn what it takes to make the Master approve of your fighting style. It could be your destiny, too.







RR64

RIDGE RACER 64™

Nintendo Software Technology sets the wheels in motion for the N64's retooled version of NAMCO's successful racing series. Don't bother braking—slowing down won't help you win on these courses.

BURNING RUBBER

This newest Ridge Racer represents a power shift forward from the high-octane action of earlier racing games. You'll have plenty of pavement to eat up before you can claim bragging rights to this fast-twitch test of tires and timing. More than two dozen cars await your lead foot in 60 races. You can even change the physics of turning, if you want to try a new twist on the same track.

SHIFTING GEARS

RR64 gives you several racing modes, but if you want to race fast cars on the most challenging courses, you'll first have to get through the Grand Prix circuit. Winning official races is the only way to unlock the later stages and cars.

QUICK PLAY

This mode throws you behind the wheel of an F/A Racing car with an automatic transmission and immediately puts you in a three-lap race around the Revolution Novice course.

GRAND PRIX

Race all the way to the Platinum Cup in RR64's core game. All you start with are three courses and four cars, but as you improve you'll open up dozens of new tracks and cars.

CAR ATTACK

After you've won a stage, you'll be able to compete against a single computer car on each course. If you beat the car, you get to keep it. You'll need the cars to progress in the game.

TIME ATTACK

After you beat all your opponents, you can try to best yourself in Time Attack Mode. It's just you, the course and a stopwatch. You can also take practice laps in Freerun Mode.

MULTIPLAYER

Friends and family can burn through the Grand Prix courses in a number of ways. Battle Mode is simply a one-course race for up to four players. Stage Mode allows players to compete throughout a three-course stage. Up to three two-car teams can compete in Team Mode. Players can race together on a team or use computer-controlled teammates.

Battle Mode



Team Mode



CATCH THE DRIFT

You can try playing RR64 without learning a drift—or power slide—technique, but you won't get very far. The Race Settings menu will give you a choice of three different drift modes. Classic is identical to the original Ridge Racer: a long drift with no loss in speed. Revolution—a more realistic drift with speed loss—is tougher to master but is the choice of experienced racers. The default RR64 drift is the easiest type for power-sliding, but mastering it will not give you much of an advantage.

Acceleration Drift



To accelerate through a corner, release the A Button as you approach the turn then hit it again and steer into the turn.

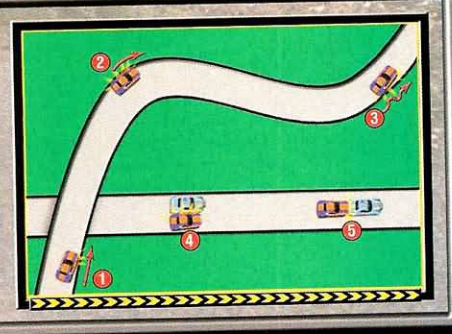
Brake Drift



At slower speeds, tap the B Button (brake) as you go into a turn, then accelerate through the turn.

CRASH COURSE

The penalties for crashing vary depending on how and where you crash and what you crash into. As shown in the diagram, car 1 is hitting a wall on a straightaway. Because there is no turn ahead of it, it will glance only slightly off the wall—increasing its chances of hitting again. Cars 2 and 3 both will bounce off the wall at a greater angle, pushing them away from another hit, because they are, respectively, going into a curve and heading out of one. In car 4's side-to-side paint swap, deceleration is proportional to the amount of contact between the two cars. When car 5 rear-ends a CPU opponent, its speed and RPM will slightly dip.



OPEN THE GARAGE

You'll need to win progressively difficult Car Attack races to get from the standard F/A Racing to the Ultra 64 rocket ride. Decide what type of car you like—a lightning-quick accelerator, a road grabber or a speedster—then keep using the corresponding upgrade.

A A-rated cars have an even balance of traits
B Acceleration takes precedence in these cars
C Hug the turns in these responsive models
D If you need speed, go with type D

	ACCELERATION	SPEED	HANDLING	GRIP	TYPE	AVAILABLE	S	R	X	Z
F/A RACING	1000	1000	1000	1000	A	NOVICE	102	115	130	142
RT RYUKYU	975	1000	1300	1300	B	NOVICE	102	115	128	141
PAC RACING	1400	980	850	650	C	NOVICE	106	121	136	148
RT SOLVALOU	850	1160	900	700	D	NOVICE	113	128	145	158
RT PINK MAPPY	1005	1000	920	1000	A	INTERMEDIATE	102	115	130	142
RT BLUE MAPPY	1005	1000	950	1000	A	INTERMEDIATE	102	115	130	142
GALAGA RT PRID'S	990	1050	1100	800	B	EXPERT	108	121	136	150
GALAGA RT CARROT	990	1090	1200	800	B	NOVICE EXTRA	112	126	141	156
RT BOSCONIAN	990	1050	980	900	A	EXPERT	108	121	136	150
RT NEBULASRAY	990	1050	960	900	A	EXPERT	108	121	136	150
RT XEVIOUS RED	1300	990	880	700	C	INTERMEDIATE	106	121	135	148
RT XEVIOUS GREEN	960	1160	920	750	D	NOVICE EXTRA	118	132	148	165
DIG RACING TEAM	1000	1120	1200	800	B	NOVICE EXTRA	115	130	146	160
MICRO MOUSE MAPPY	960	1200	920	750	D	INTERMEDIATE EXTRA	122	138	155	171
13TH RACING KID	1300	1165	850	900	C	INTERMEDIATE EXTRA	127	142	158	175
WHITE ANGEL	1350	1180	1250	1200	B	INTERMEDIATE EXTRA	128	146	162	178
DIGIPEN RACING	1500	1180	950	1000	C	EXPERT EXTRA	131	147	165	181
ASSOLUTO INFINITO	1350	1220	1300	900	B	EXPERT EXTRA	132	150	167	185
AGE SOLO SUPERNOVA	975	1320	950	750	D	EXPERT EXTRA	136	153	171	186
ATOMIC PURPLE	1200	1300	1400	1000	B	RR EXTREME	138	156	176	192
EXTREME GREEN	1500	1270	1200	500	C	RR EXTREME	141	158	177	195
TERRAZI TERRIFIC	1000	1385	980	800	D	RR EXTREME	142	162	181	198
LIZARD NIGHTMARE	1500	1335	1500	1200	B	RR EXTREME EXTRA	148	166	186	205
SCREAMIN' EAGLE	1450	1400	1500	1500	-	Z CLASS RACES	155	173	195	215
ULTRA 64	1500	1500	1500	1500	-	AFTER Z CLASS TROPHIES	166	187	210	231

SMART RIVALS

In any given race, 10 of the 11 CPU cars will use one type of artificial intelligence, and one car will use another. That car—the rival car—is the one you need to worry about. It will be the one next to you on the starting line and the one dogging you throughout the race. Show no mercy: Try to block it when it comes up behind you or push it into the wall.

Dueling Rival



No Mercy



CHOOSE THE WINNING UPGRADE

While the RT Solvalou is enough to get you through the first several races, it will start showing its weaknesses as you progress through the Grand Prix circuit. You should take the opportunity to use the faster cars you'll win in the Car Attack races. You won't have any choice once you reach the Novice Extra stage—you'll have to use cars you've won in the previous stage.

NOVICE	INTERMEDIATE	EXPERT	NOVICE EXTRA	INTERMEDIATE EXTRA
F/A RACING	F/A RACING	F/A RACING	GALAGA CARROT	MICRO MOUSE MAPPY
RT RYUKYU	RT RYUKYU	RT RYUKYU	RT XEVIOUS GREEN	13TH RACING KID
PAC RACING	PAC RACING	PAC RACING	DIG RACING TEAM	WHITE ANGEL
RT SOLVALOU	RT SOLVALOU	RT SOLVALOU		
	RT PINK MAPPY	RT PINK MAPPY		
	RT BLUE MAPPY	RT BLUE MAPPY		
	RT XEVIOUS RED	RT XEVIOUS RED		
		RT NEBULASRAY		
		RT BOSCONIAN		
		GALAGA PRID'S		

EXPERT EXTRA	SPEED	SPEED EXTRA	Z CLASS
DIGIPEN RACING	ATOMIC PURPLE	LIZARD NIGHTMARE	SCREAMIN' EAGLE
ASSOLUTO INFINITO	EXTREME GREEN		
AGE SOLO SUPERNOVA	TERRAZI TERRIFIC		

GRAND PRIX

Select your course and settle in for series of races against 11 computer-controlled cars. You'll find yourself up against many tough challenges—night races, narrow S-curves, faster opponents—but as you perfect your drifting moves and acquire better cars, you'll take plenty of checkered flags. So take a few practice runs. Try to experiment with different cars until you find the style of racing that best suits you. You'll need to race each course twice to get the cars you want and to win the Gold Cup.

STAGE 1

The first stage is a good place to learn the mechanics of the game, not that you have any choice in the matter. Practice your drifting on the relatively easy curves on these three tracks. Likewise, the CPU-controlled cars also should give you a fairly easy time, but pay attention to how they react to collisions and passing. The lessons you learn will help you on tougher courses.

RIDGE RACER NOVICE

This two-lap race through a city and beach has one fairly difficult drift turn at the end of the beach area and lots of places to practice drifting. Because you don't have as much road to use, you'll need to get ahead early. Luckily, the CPU won't give you much trouble as you tear past the other racers.

Tunnel Vision



As you leave the tunnel, you'll hit a turn marked with yellow and black caution stripes. Use the acceleration drift.

Ending Twist



Accelerate into a drift move on the curve just before the finish. Watch out for other cars the first time through it.

REVOLUTION NOVICE

The beautiful Pacific Northwest is represented in the Revolution stages. Try not to pay much attention to the scenery and low-flying airplanes. This three-lap course is a lot more challenging than its predecessor. The roughest turn is a nasty hairpin between the end of the canyon and the beginning of the golf course.

Around the Bend



Take the hairpin turn after the canyons with an acceleration drift that starts close to the middle of the road.

Rocks Ahead



The 90-degree turn in the middle of the course requires you to initiate the drift early to avoid the wall.

RENEGADE NOVICE

If you ever wanted to zip through a southwestern landscape like Road Runner, here's your chance. The cacti and mesas will zoom by, but you should be more concerned by the sheer cliffs that you'll slam into if you don't take the turns correctly. Watch out for the twisty patches that require good old-fashioned reflexes.

Early Turn



The early hairpin turn requires an early reaction. Start your drift early from the inside lane to allow room for sliding.

Zigzag



There aren't many drift turns in the middle of the race, but you will have to keep your eyes open for a series of turns.

STAGE 2

You'll notice a marked difference in the abilities of the CPU cars when you graduate to this stage.

RIDGE RACER INTERMEDIATE

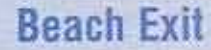
This is the same course as the one in RR Novice, but this time you'll go three laps instead of two.

Mean Beach



The turn before you enter the beach area requires a controlled brake drift. Don't overcompensate for the turn.

Beach Exit





The end of the beach is far trickier than the beginning. Start your turn early and use an acceleration drift.

REVOLUTION INTERMEDIATE

The narrow roadway is probably the toughest competitor you'll face on this course.

Double Trouble



Two sharp, right-hand drift turns await you just before the bridge. It's best to take them on the inside.

Ending Curve



Acceleration-drift around the final curve, but be sure to straighten out before your wheels catch.

RENEGADE INTERMEDIATE

The two-drift S-curve makes its first appearance on this course. You'd better get used to it.

Double Drift



This double-drift S curve requires you to first drift to the inside, settle into the middle of the road then go inside again.

Wide Turns



Try to make your move around cars on some of the wider turns. They won't actively block you, so drift right by them.

STAGE 3

It might be wise to trade your old car for one of the Galaga Prid cars in these races.

RIDGE RACER EXPERT

The old RR track just isn't the same with a new extension that adds tire-shredding twists and turns.

Extension Curve



One of the new turns is impossible to negotiate without drifting, but the better cars can handle other curves.

Curvy Corridor



A series of tight curves demands that you stay in control. If you don't, you'll Ping-Pong between the walls.

REVOLUTION EXPERT

The Revolution course also has an extension, but the sharp turn isn't as tricky as the one on the RR course.

Sweeping Turn



You should have plenty of room to get around a wide turn in the new extension.

Tunnel Twitching



Stay in drift mode after you get around the sequence of turns in the tunnel.

RENEGADE EXPERT

The Renegade track boasts not one, but two extensions in this stage. Watch out for switchbacks.

Make a Right



The first big right turn requires you to begin your acceleration drift early and get inside to avoid the wall.

Switchback Road



After two soft right turns you'll hit a series of chicanes, or zig-zags, that will require quick reaction time.

STAGE 4

You've seen these courses before, but you were going the opposite direction and your car was slower.

RIDGE RACER NOVICE EXTRA

That easy track you started on doesn't seem so easy now that you've traded up to a Galaga Carrot.

Around the Bend



A half-circle turn in the middle of the course allows you to acceleration-drift early then slide around the turn.

Hard Pass



Those tough turns are more important than ever for passing cars. Get inside and drift past them.

REVOLUTION NOVICE EXTRA

You'll need to run this course cleanly to win the race, but by now you should have the necessary skills.

First Turn



The first major curve you'll come across goes to the right. Initiate the drift from the middle or inside of the track.

Sideways Swerve



Near the end of the lap, you'll need to acceleration-drift early to the left so you go into the turn sideways.

RENEGADE NOVICE EXTRA

Much like Revolution Novice Extra, this course is straightforward but difficult to win if you crash.

Narrow Passage



The biggest threats to you in the narrow portions of track are the other cars. Avoid bumping to win.

Hairpin Pass



The hairpin turn to the left is a challenging maneuver, but it also gives you an opportunity to pass the CPU cars.

STAGE 5

Your speed gets ratcheted up another notch in this stage, which means these reverse courses get tougher.

RIDGE RACER INTERMEDIATE EXTRA

The turns before the two tunnels will seem a bit more difficult on this go-around at higher speeds.

Brake Check



Tap your brakes to initiate a high-speed drift around a tight corner after the first checkpoint be sure to straighten out in time.

Washout Beach



That nasty turn off of the beach is now the nasty turn onto the beach. Acceleration-drift to the inside.

REVOLUTION INTERMEDIATE EXTRA

The Revolution course is now marked by many complicated turn combinations that require skillful steering.

Cut-Off Curve



This sharp turn to the right requires a severe acceleration drift. Use the turn to cut off nearby opponents.

Watch the Wall



A right-left combination before the third tunnel can be dangerous. If you take the right too hard, you'll fly into the wall.

RENEGADE INTERMEDIATE EXTRA

The reverse direction creates an uphill S-curve that allows you to block some of those overpowered opponents.

Whip Around



The S curve is not easy even when there are no cars to block. Stay in drift mode to whip around the curves.

Dirty Driving



You'll discover the CPU cars are progressively aggressive. Keep on the alert for sideswipes and other dirty moves.

STAGE 6

You'll take some very high-powered automobiles out on these twisting courses, so keep your timing sharp.

RIDGE RACER EXPERT EXTRA

It will be challenging to get through this course cleanly at high speeds, but you need to drift on only one turn.

First Drift



You may not have to drift around the first, mild-looking corner, but it might be a good idea if you're moving fast.

Beyond the Barrier



They didn't put up a steel barrier fence on the last turn for nothing. Acceleration-drift through the turn to avoid a crash.

REVOLUTION EXPERT EXTRA

The major difference when running this course in reverse is that you hit several jumps in front of big turns.

Major Air



Aside from making turns difficult, all the jumps throughout Revolution will give you a thrilling burst of speed.

Tight Tunnel



You'll pop out of one drift in the tunnel then need to go into another. Position yourself in the middle to avoid walls.

RENEGADE EXPERT EXTRA

Appropriately, this is the toughest challenge so far in the Grand Prix. A clean race is the only way to win.

Chicane Chicanery



The zigzags that caused you trouble on Expert level are even trickier now that you're going uphill and faster.

Airborne Evasion



You'll catch air quite a bit in this race, so be aware of your position relative to the walls when you lift off.

STAGE 7

Take everything you've learned about Ridge Racer and throw it out the window on this course. These courses are designed to take advantage of your lightning speed.

Beat the Clock



The clock is ticking! You need to finish within the allotted time or you'll lose.

Honest Cornering



You won't be able to rely on drifting. Learn the best angles for fast cornering.

Race Spoilers



You're not paranoid. The other racers really are after you. Avoid them if you want to win.

Middle Ground



Head into curves from the middle of the road. You can easily shift direction around cars.

STAGE 8

The Lizard Nightmare is your ticket to the final car you'll need to complete the game. It's the red, white and blue number you'll be tailing for much of the race.

Tunnel Around



The tunnels are as good a place to pass as any other, but be sure to make the turns, too.

Clean Living



The key to the speed races is keeping a clean line through the course and avoiding cars.

Inside Scoop



The easiest way past another car often is the inside path of an oncoming curve.

Watch the Clock



It will all come down to speed in the end, so mind the walls but keep one eye on the timer.

Z CLASS: THE PLATINUM CUP

As a reward for enduring 20 courses that push you to the limit, you'll get to do it all over again. You'll need only one car to compete for the Platinum Cup—the Screamin' Eagle—so you won't need to run Car Attack races after winning the stages. On the other hand, it will be a lot tougher to win the stages. The normal rules of drifting go out the window when you're traveling at top speeds. For example, often the only way to make it through a sharp curve with a jump is to go outside the curve and drift in the opposite direction. Good Luck.

Screamin' Eagle

You'll use this car so much in Z Class races that you may have to get it washed. If you win the cup, an even cooler car will be yours.

One Real Choice



You'll have a choice of cars to race in the Platinum Cup, but your only real choice is to fly like an eagle.

Ridge Racer Z Class



You've seen these courses before, but it's all a blur now, literally. Use speed course techniques and experiment with drift moves.

Revolution Z Class



If you're having trouble with the many walls, jumps and tunnels on these course, try to perfect your reverse drifting moves.

Renegade Z Class



You may be peeling yourself off of the canyon walls a few times before you win, but patience will be rewarded.

THE FINAL STRETCH

There are plenty of surprises on the way to the Platinum Cup, but you won't find out about them on these pages. Suffice it to say the Ultra 64 isn't the only cool vehicle you can win through hard-driven accomplishment. Keep trying new things on the courses. Perfect your skills. One day you may find everything in this game—but it'll take some work.

Fly By



If you look closely, you may catch glimpses of activity in the outside world.

City Lights



Some of the most interesting scenery can be found on the nighttime courses.

Big Screen



Check out the Jumbotron screen in different races. Its content changes regularly.



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GAME BOY COLOR

NINTENDO 64

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Textbook Hockey AI

NEW Player Graphics

CyberTiger™

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BIG EXPLOSIONS! MOVING TARGETS!! BOILING LAVA!!! AND POLO SHIRTS!!!? IT'S GOLF GONE WILD AND A TIGER'S ON THE LOOSE.



THE MEAN GREEN

Don't let the clean-cut lawns and stuffed shirts fool you—EA Sports' new golf game really lets loose. And it does so more than Mario Golf did, since four-player CyberTiger abandons simulation-style play for pure, outrageous arcade action. The game stars Tiger Woods, the PGA hotshot who helped revitalize golf and revamp the sport's stuffy image. Appropriately enough, Tiger's motion-captured appearance in CyberTiger does the same for video golfing, taking it to the extreme by introducing Battle Mode, power-ups and a shooting gallery.









"Hey, Tiger, did ya know that you have a bunch of golf balls stuck to you? Oh, wait...Those are just those fancy-schmancy motion-capture sensors that EA Sports uses to input your movements into its video game. My bad."



KICK-PUTT MODES

CyberTiger sports three courses (one is hidden) and features Stroke Play, Match Play and Tournament Modes. But that's all par for the course as far as golf games go. What helps this Tiger earn its stripes is its unique Tiger Challenge, Driving Range, Battle Mode and Skins Game competitions.



STROKE PLAY

In the basic mode of play, golfers try to finish the course using the least number of strokes possible. Forgivingly, the mode allows mulligans, or do-overs, without penalties.



MATCH PLAY

Unlike Stroke Play, Match Play has golfers competing on a hole-for-hole basis. A player wins a hole by finishing it in fewer strokes than the opponent.



TIGER CHALLENGE

The Tiger Challenge is a more ruthless version of Match Play. Whoever wins a hole gets to handicap the loser by depriving the golfer of any club in inventory.



DRIVING RANGE

The target practice mode of the game, CyberTiger's Driving Range features moving targets like a blimp and submarine. If you hit one, you'll win a Power-Up Ball.



BATTLE MODE

Your driver becomes a fight club in two-player Battle Mode. Stationed atop explosive mounds, golfers tee off to hit and blow up their opponent five times.



SKINS GAME

Up to four golfers can compete for cash, or skin, in this Match Play setup. The jackpot increases with new holes, and the golfer who's the richest by the end of the course wins.



TOURNAMENT

In the marathon test of golfing prowess, Tournament challenges your birdie skills by putting you in a 72-hole competition for up to four golfers.



POWER-UPS

Rather than presenting golf as a science, CyberTiger presents the game as a carnival. By hitting targets in the arcade fun house known as the Driving Range or finishing a hole under par, you'll win super-powered golf balls that you can tote into regular competition. The power-ups will help you reach the hole faster than normal, though the super golf balls are anything *but* normal.



DISTANCE

If you desperately need to conserve strokes, hit the Distance Power-Up, a ball that will fly farther than your swing normally would allow.



ACCURACY

One false move can send your ball off course, but the Accuracy Ball can solve that problem since it flies straight to wherever you've aimed.



SKIPPER

Putting around the water can take more strokes than you'd like to use, so use the Skipper that keeps your ball afloat for a few bounces on the drink.



NO BOUNCE

The best way to prevent your ball from rolling into water hazards and bunkers is to use the No-Bounce Ball that stops as soon as it lands.



SPINNER

As the ball spins in flight, its rotation will determine its arc and how long it rolls on the ground. For greater control over it, use the Spinner Ball.



TEE UP

You usually will sacrifice hitting your ball far when pitching it out of the rough. Not so with the Tee-Up Ball, which will give you a clean shot.



BURROW

The quickest way to the hole is a straight line and not some ricocheting path. To cut through obstacles like rocks and trees, use a Burrow Ball.



WIND CUTTER

The ever-changing wind affects where your ball flies, but the Wind Cutter Ball defies all gusts to help your ball stay on course.



MYSTERY BALL

If you choose the Mystery Ball, it will turn into one of the other eight Power-Up Balls at random. None is bad, so it's always a safe bet.

GETTING INTO THE SWING OF THINGS

HEIGHT

DISTANCE

FULL SWING

Full Swing is the basic shot you use in CyberTiger. Its power ranges from 15-120%, and it will send your ball in a far-reaching, but low-flying arc.



CHIP

Change your shot selection by tapping the top C Button before swinging. If you choose the Chip, you'll hit a short shot that will roll quite a bit.

PITCH

If you go for the Pitch, the ball will fly very high over a medium distance. The ball won't roll very much after landing, so use the shot to get back on the green.

CATCHING SOME TIGER TIPS BY THE TAIL

Since CyberTiger emphasizes arcade game play over sim stylings, you'll need to rely on sly strategies instead of perfecting your technique. Nothing's conventional or predictable when golfing in CyberTiger, but a few pointers may sharpen your swing and help you stay under par.

HOME ON THE RANGE





Before heading out to any course, start on the Driving Range—you can practice your swing, and you'll also be able to hit targets to win Power-Up Balls. Once you've stocked up on them, you can use them in your matches.

TAKING IT TO THE HOLE





To take a gander at the hole you're shooting for, press and hold the B Button to activate the flyby camera. To access the manual camera, tap the bottom C Button, then use L, R and the Control Stick to guide it around the course.

CLUBS TO SWIPE IN THE TIGER CHALLENGE





When you get right down to it in CyberTiger, the arc of your shot is of little consequence. How far you can hit has greater impact on how soon you can reach the hole, so swipe the long-distance clubs first, beginning with the driver.

IN THE HEAT OF BATTLE MODE





Take potshots at your opponent often and quickly. To draw a bead on your rival, press and hold the Z Button to bring up your radar and scope or press and hold the B Button to activate the flyby camera.

GAUGING DISTANCE

When taking a shot, compare the distance to the hole with the yardage power of your club. Power your swing accordingly and also take into account the slope of your landing site. If it looks like you've overshot, adjust the spin of your ball in midflight.



TAP IN

Since the swinging system requires you to push Down on the Stick to determine your power and then Up to hit, it's difficult to make short putts. The Tap In feature makes it easier for you when you're close to the hole, . Press B and top C simultaneously to sink your ball in the hole automatically.

WIND AND RAIN





Monitor the wind icon in the upper-left corner of the screen to determine how the gusts affect your ball's trajectory. Rain will also put a damper on your game since it will keep your ball from rolling when it lands on the soggy ground.

GOING THE DISTANCE





Don't play across every fairway. Instead cross the rough and send your ball across doglegs to cut down on the strokes you take. The Distance Power-Up is one of the most useful, so swing into it to go the distance.

ACCURACY COUNTS





Factors like the power of your swing, wind, weather and terrain make the difference between where the ball goes and where you thought it would go. To remove any doubt, use the Accuracy Ball that homes in on where you've aimed.

IN THE DRINK





Golfing around water hazards can waste precious strokes, but sending your ball overseas can set you back even more if you sink it in the drink. Get your ball from shore to shore safely by pairing a powerful swing with the Water Skipper.

ON THE SKIDS





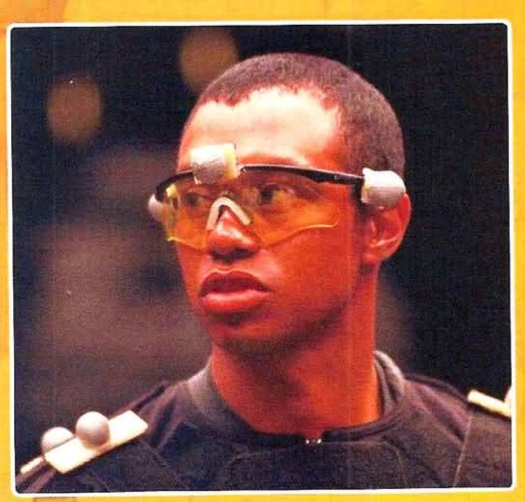
When you're aiming for a hilly area that could send your ball rolling into the rough, unpack the No-Bounce Ball. The ball will stop when it first touches down, so keep in mind that your shot will fall short of the projected distance.

AGAINST THE WIND





The Wind Cutter is especially good for crossing narrow fairways that are gusting with gales. Without the power-up, the slightest wind could blow your ball into the rough. With it, you'll be able to breeze by unaffected by the currents.



As plain as the goggles on his face, the moves in the game are distinctly Tiger's. To capture his persona and the essence of his swing, the programmers at EA Sports motion-captured him in their studio.

TO A TEE

If you have the Tee-Up Ball, feel free to aim for bunkers and the rough if they happen to be lying in the way of the shortest route to the hole. As long as you have the power-up, you can land in the tricky terrain and take your next shot from the rough using a tee.

THROUGH THE TREES, LITERALLY





Trees and rocks normally will ricochet your ball off track. It may take you a few strokes to play around obstacles like those, so play through them instead. Literally. Use the Burrow, then take aim as if those obstacles weren't there.

SPINNING INTO CONTROL





As your ball sails through the air, use the Spinner and the Control Stick to affect the spin. Sidespin will cause your ball to veer horizontally, while top and bottom spin will affect its arc, distance and rolling momentum.

EARNING EXTRA POWER-UPS





In addition to nabbing power-ups at the Driving Range, you can score the bonus balls during the course of regular play. For any hole you finish under par (birdies, eagles or better), the game will reward you with a power-up.

MAXIMUM POWER





Depending on how long you hold the Control Stick Down, you'll be able to swing with 15 to 120% power. If you hold the Stick too long, your power will diminish. In general, swing with 100% or more to finish under par.

UNLOCKING SECRET CHARACTERS





CyberTiger boasts adult Tiger Woods and a younger version of him (a Tiger cub?). The game also features fellow pro Mark O'Meara and a caddyshack of hidden characters. Earn them by hitting special (and very suspicious looking) objects on the course. A password (like "Ufo") then will appear. By renaming a golfer with that password, you'll unlock your secret character.

MULLIGAN AGAIN AND AGAIN AND...





The best thing about CyberTiger is that even though it is unpredictable and tough when it comes to mastering precision shots, the game offers a mulligan option. If the do-over mode is activated, you can retake your shots, varying your power and aim as many times as it takes you to get it just right.





A TOUR DE COURSE

While Mario Golf balanced both arcade and sim game play, CyberTiger favors the arcade side of things, offering targets and more action-oriented ways to take on the green. Well suited for casual golfers and arcade gamers, CyberTiger will keep the dedicated coming back to unlock its hidden golfers and secret Volcano level. But of course, a password will unlock the molten area, too. Try renaming a character after a famous American volcano...



It's Time to Start Training!

All right, Pokémon Trainers: You'd better start bulking up. We've had the pleasure of spending extensive time with Pokémon Stadium this month, and while we've been having the time of our lives, we've also decided that a warning must be issued. This game is a challenge. Sure, you can play through and probably beat it with just the rental Pokémon that the game provides, but you'll have much more luck if you use the Transfer Pak (which will come with Stadium) to bring in the super-powerful Pokémon that you've spent so much time training. The Trainers that await you in the upper echelons of the championships have diverse and strong teams, and the AI programmed into their battle tactics will be unlike anything you've seen in human competition. Don't get too scared, though—if you follow a few simple steps, you'll be just fine.

Do some comparison shopping with your catches—this Pokémon may have lower stats than another one of the same species.

1. Catch a Strong Specimen.
If you decide you want a Persian, don't just catch one Meowth and then train it until it evolves. Spend the time to catch four or five of them, then compare the stats. Wild Pokémon differ greatly in their statistics, and you'll see the wisdom of training only the ones with the most potential when they reach a high level.

2. Pump Them Up
Save up as much cash as you can and buy plenty of Carbos, Iron, Calcium and Protein. Each Pokémon can take many doses of each of these to jack up their Special, Attack, Defense and Speed ratings. You should also try your best to get as many HP Ups as you can, because the bigger your health meter, the longer your Pokémon will last in battle.

3. Diversify
You can take only three Pokémon into battle with you at a time in the competitions, so you need to vary the attacks of each Pokémon. Just having four Fire-type attacks isn't going to cut it for your Charizard because you may get ambushed unexpectedly. Why not outfit it with Dig as well? If your Pokémon can learn a TM that would be totally unexpected, then track that TM down and use it, because surprise attacks are key. An example: Rhyhorn is a Ground-type, so your opponent will likely bring out a Water-type to douse you. When he or she does, you bust out the Thunder attack you outfitted Rhyhorn with and shock them out of the match.

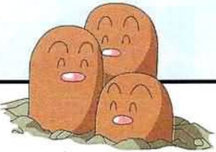


Sometimes an unexpected attack will make the difference, so outfit your Pokémon with varied abilities to surprise your opponent.

4. Practice, Practice, Practice
Most of all, learn to fight long battles. Paralyze, poison and put your enemies to sleep. Know when to retreat and when to attack. Fight to the last Pokémon!

Luckily, Stadium has tons of data screens that let you shuffle around TMs and HMs with ease.

Pokéchat



Here's the hot spot for Pokémon news and pictures! We get a wealth of great art, but this month we'd like to call special attention to the Mew on the right, which was done by the daughter of Nintendo's own game guru, Ken Lobb. We always knew Ken was a closet Pokémaniac!

Q: I wanted to feed my Jolteon Carbos until it was faster than any other Pokémon, but after a while the game told me that the Carbos would have no effect. Why is that?

A: *There's a limit to the number of performance enhancers you can give any Pokémon, and well there should be, because otherwise you'd be able to keep buying the boosters and create infinitely powerful Pokémon. Carbos (which increase the Speed rating), Iron (which increase the Defense rating), Calcium (which increase the Special rating), Protein (which increase the Attack rating) and HP Up (which increase your Pokémon's hit points) can be used only ten times per Pokémon. After that, your Pokémon will have reached its limit. Of course, you may find people who have raised those limits using game-altering devices, but we call that cheating.*

Q: I've been staring at pictures of Diglett and Dugtrio for a long time, and I can't figure something out. Is that reddish blob on their faces a nose or a mouth? If it's a nose, where's its mouth? And if it's a mouth, where's its nose?

A: *Uhhh...we're not exactly confident on this one, as our staff of Pokémon anatomists is currently on vacation. A better question may be, what would the rest of its body look like if it came above ground?*

Q: Are there any details yet about the compatability of Pokémon Gold and Silver? Will you be able to trade with Red, Blue and Yellow? And will you be able to upload the Pokémon onto Pokémon Stadium?

A: *As the Japanese version has only just been released, we're still pretty deep in the dark about the American take on Pokémon Gold and Silver. Since all of the Pokémon from the Red, Blue and Yellow games will exist in Gold and Silver, there may be a way to trade them one way onto the new games, but we simply won't know for sure for a while yet. We feel a little more confident predicting about Pokémon Stadium—since the new Pokémon don't technically exist in the States yet, there isn't any reason that they would have been programmed onto the Stadium game. There might just have to be a Pokémon Stadium 2 somewhere in the future to deal with this possibility—we can only hope!*

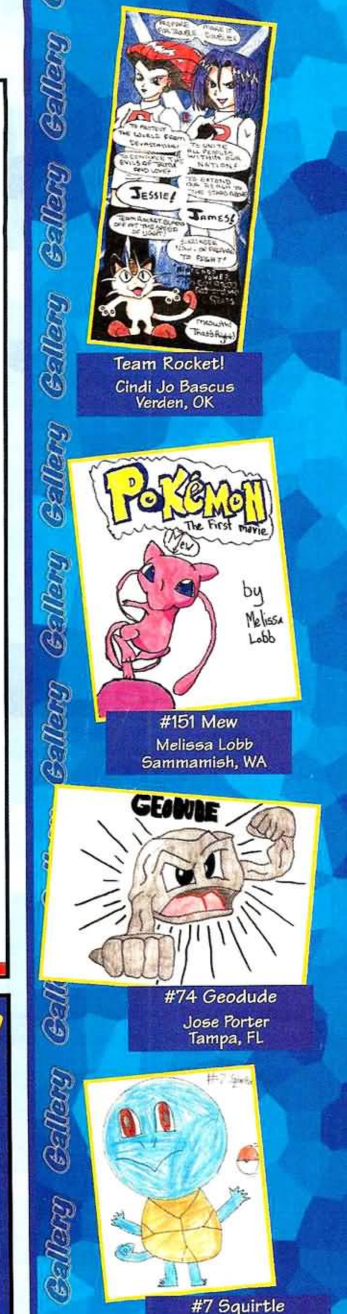
Q: Once I use the Poké Flute to wake up Snorlax in the Game Boy games, why can't I throw it out? It's completely useless!

A: *Bite your tongue! It's far from useless! The Poké Flute acts just like Awakening in battle. If your Pokémon fall asleep, just give the flute a toot to wake them up. You can use Rest, heal yourself, then wake up on the very next turn to some sweet music.*

A New Kind of Poké Ball

Now your Pokémon can wage battles from inside their Poké Balls! Toy Biz, a division of Marvel Enterprises, has brought the Pokémon craze to a hobby other generations know and love: marbles. Eventually 150 Pokémon characters will inhabit specially crafted marbles to be traded, collected, and yes, used to knock all the other Pokémon out of the battle arena. Sets of ten marbles will come inside special velour Marble Pouches (shown on the right) and should retail for around $7.99—not a bad price to pay for the chance to finally goad your parents into a Pokémon battle. By now, they've probably lost all of their own marbles! (Hee hee!)





Team Rocket!
Cindi Jo Bascus
Verden, OK

#151 Mew
Melissa Lobb
Sammamish, WA

#74 Geodude
Jose Porter
Tampa, FL

#7 Squirtle
Andrew Choi
Hopkington, MA

Ask the Professor

Things may be frosty outside, but I'm feeling toasty warm. Of course, that may have something to do with letting a pair of Magmar hang out inside the office. You didn't know Fire-types doubled as portable heaters? There's always something new to learn.

How many special Pikachu pictures are there in Pokémon Snap?

Why, EVERY picture of Pikachu is special! Be that as it may, there are several snaps of this Electric-type that rank higher in my estimation. Two of them are on the very first level. Use Pokémon Food to lure Pikachu over to the surfboard on the beach—it'll hop on and start flipping for joy, at which point you can take a "Surfing Pikachu" picture. A little later on, throw Pester Balls into the high grass before the tree stumps to make a Scyther appear. When it does, a pair of Pikachu will hop out onto the stumps for another special shot (you can also play the Poké Flute to see some serious pyrotechnics.)



At the beginning of the Tunnel level, if you shoot a few snaps of Pikachu, it'll climb onto an Electrode for the "Pikachu on a Ball" shot.



Although it isn't a special shot, the image of Pikachu shocking open the Zapdos egg to some Poké Flute music is a sentimental favorite.

"Speed Pikachu" requires quick reflexes to shoot. At the end of the River level, either hit the elusive Pikachu on the log with an item or take its picture. It'll start blazing around as fast as its little legs can carry it, so you may have to take more than one shot to get a good centered image. The last two special shots can be found in the Cave, and they're the most difficult. For the first, watch for a Zubat that captures Pikachu and starts flying around with it. It'll take an accurate long-distance shot with a Pester Ball or piece of Pokémon Food to free Pikachu, but if you do, it'll deploy balloons for a "Balloon Pikachu" shot.



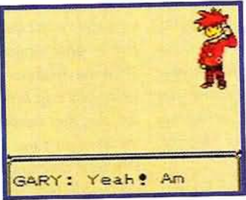
Once "Balloon Pikachu" lands, it'll run over to the Articuno egg. Play the Poké Flute to crack the egg.



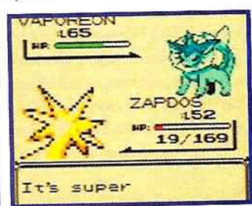
Turn around and you should eventually see Articuno buzz the ZERO-ONE with "Flying Pikachu" on its back!

What determines my rival's team in Pokémon Yellow?

Gary (or whoever opposes you in your quest to become the World's Greatest Pokémon Trainer) always starts out with an Eevee in the Yellow version of Pokémon. You may not have known it, but you have a hand in choosing what that Eevee evolves into. If you lose that very first battle with your rival at Professor Oak's Lab, the Eevee will eventually turn into the Water-type Vaporeon. If you manage to win that first battle but lose or pass up the battle west of Viridian City, your rival will ultimately end up with a Flareon on his team. And if you're a great fighter and win both at the Lab and west of Viridian City, a Jolteon will become the crux of your rival's Pokémon stable.



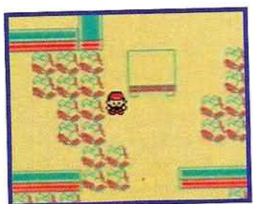
Who knows why you'd want to, but you could intentionally throw the first fight so Gary gets a Vaporeon.



No matter what evolution track the Eevee takes, it'll be powerful, so always have an anti-type.

Where can I catch a Ditto?

Well, that all depends on which Game Boy version you're playing. If you're a Pokémon Master, you can head to the Unknown Dungeon in all three versions, where high-level Ditto have been spotted. You can also take a little time on your way to Victory Road to hunt in the grasses of Route 23—there are plentiful numbers of the Normal-type doppelganger there. There have also been reports of a substantial population of Ditto on Routes 14 and 15 in the Red and Blue versions, so instead of rushing to Fuchsia City, take your time to explore the seashore.



In the Yellow version, you can also find powerful Ditto inside Pokémon Mansion on Cinnabar Island.



It's easy to catch even high-level ones—lead with a weak Magikarp or Kakuna and let the Ditto transform.

Colosseum

With Pokémon Stadium just around the corner, it would be smart to start thinking about teams that can be boiled down to three strong fighters per battle.

This month we're featuring the team of Ian Fetters, who sent us his team over the Internet. Of course, Ian thinks he has the rest of you beat by a country mile, and we certainly have to agree that his team looks extremely strong. He doesn't even use perennial powerhouse Mewtwo, the wonder of genetic science that we all know and love. Take a look to see if Ian's Pokémon measure up to yours!

Dragonite



Ian's Dragonite is trained to fight off anything that tries to attack its weaknesses. Water- and Flying-types that know Ice-types (like Lapras, Cloyster or Articuno) get a taste of Thunderbolt, while Rock-types see the bad end of an Ice Beam or Surf attack. Hyper Beam is there to deal with just about any Pokémon, including Electric-types that might take advantage of Dragonite's Flying-type weakness.

- Ice Beam
- Thunderbolt
- Hyper Beam
- Surf

Gengar



Gengar is immune to so many types of attacks that it's great on any team. Although Ian puts opponents to sleep with Hypnosis, he opts to use Psychic instead of Dream Eater just in case his opponent switches. Thunderbolt has a good chance of blindsiding plenty of unsuspecting Pokémon types, and Mega Drain will help fend off any Ground-types that hope to exploit Gengar's Ghost-type status.

- Hypnosis
- Psychic
- Mega Drain
- Thunderbolt

Cloyster

Ian feels that a strong Water-type Pokémon is essential to any successful team, and we're inclined to agree. Cloyster's high ratings in every category but Speed help immeasurably, and Ice Beam ruins any Grass-types who try to suck the life out of it. Ian has noticed that most Electric-types have a low Defense rating, so he figures that Hyper Beam can take care of them before they K.O. Cloyster.

- Ice Beam
- Surf
- Hyper Beam
- Double Team

Sandslash



Another mainstay of diverse Pokémon teams, Ground-types are stalwart in battle. Ian's Sandslash has Slash (big surprise, considering its name), and the almost guaranteed Critical Hit does in lots of Pokémon. Rock Slide and Earthquake are extremely powerful in the hands of this Ground-type, and just in case of emergency, Ian's found another Hyper Beam to round out his Sandslash's arsenal.

- Rock Slide
- Earthquake
- Slash
- Hyper Beam

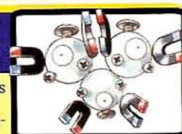
Exeggutor

Exeggutor is a Grass-and-Psychic-type, and Ian has taken full advantage of its dual nature. Since Exeggutor has such a high Attack rating, Double Edge is a powerful weapon, and the recoil damage gets healed by the awesome Grass-type attack, Mega Drain. Psychic is great against most types of Pokémon, and Sleep Powder is perfect for any situation in which Exeggutor doesn't match up well.

- Psychic
- Mega Drain
- Double Edge
- Sleep Powder

Magneton





Ian calls Magneton his "ultimate annoyance," and having battled more than a few of them in our time, we believe him. By raising its evade to the max with Double Team, Magneton will almost never be hit by anything, and its high Speed gives it the jump on most Pokémon. Ian then confuses and paralyzes the enemy with Supersonic and Thunder Wave. Obviously Thunderbolt brutalizes Water- and Flying-types.

- Thunderbolt
- Double Team
- Thunder Wave
- Supersonic

Gallery

#144Articuno
Mason Hardie
Atlanta, GA

#28 Sandslash
Nick Grove
Columbus, OH

#106 Hitmonlee
Stephen Dixon
Cincinnati, OH

#111 Rhyhorn
Jeff Sams
Franklin, OH

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

Pokémon Gold and Silver have been stirring up wild adventures in Japan for several months now, and the more we see and hear about these games, the harder it is to wait for them to be released in the U.S. Right now, it still looks like they're heading for a Fall 2000 release, but stay tuned to the Pokécenter for updates!

Your Monthly Dose of Expensive Metals

Just because we care, we decided to give you some more tantalizing shots and illustrations of the future of Pokémon. You'll recognize many of these characters if you saw *Pokémon: The First Movie*—over here on the left is Snubble, while everyone's favorite egg Togepi is bouncing around to the left of the new, Gold-and-Silver-style Pokédex. Of course, down on the lower right is Marrill, who gained fame on the Internet as Pikablu before its official name was released. Even more exciting than these visuals are the pieces of information that are slowly leaking out. The most intriguing is the notion of time. We knew that there would be a time cycle of nights and days in the game, but what is now becoming apparent is that the game will actually keep track of real time. When you start the game, you'll input the day and time, and from that point forward, if it's Monday where you are, it's Monday in the game, and it'll be the same time in the game as in your home. Just think—you may have to stay up late to catch certain rare creatures! Special events will happen on different days of the week, so you'd better be prepared to clear your calendar. We've cleared ours—we'll give you more news as it arrives!



Look at the great colors! This guy is talking about a tournament that occurs every Monday—T.G.I.M.!

Mmm...all new Pokédex data. You may have seen this creature on the pirate's team in *Pokémon: The First Movie.*

For more Pokémon news, be sure to check out www.pokemon.com!

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Also, available is the Nintendo Players Guide for Pokémon Stadium.





Game Boy Color









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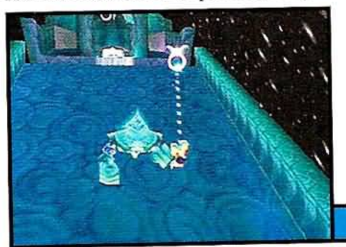




Rayman 2: The Great Escape

HOW DO I DEFEAT AXEL?

The first boss you'll have to tackle in the game is a big blue robot named Axel who's in the Sanctuary of Water and Ice. You can reach this automated enemy by tossing a powder keg at the X-marked door. Inside, you'll find glowing spheres and their color-coded pyramid counterparts near a door. Match each sphere to its pyramid to open the door. After your ride down a slide, Axel will greet you in an unfriendly fashion. The bucket of bolts is impervious to Rayman's magic fist, so don't bother firing any blasts at him. Target the Purple Lums to move toward the mechanical monster. You'll need to repeat the process of Lum grappling until you get to the final one above Axel. A direct attack still isn't possible, but you can target the ice above his head to make a frozen spike appear. Turn it into an anti-Axel projectile.



You'll need to grapple into position using the Purple Lums overhead. Direct attacks with your magic fist are ineffective.



After you make it to the final Purple Lum, take a shot at the ice above Axel. Blast it to defeat him.

HOW DO I GET THROUGH THE CAVE OF BAD DREAMS?

After stumbling across Clark in the Menhir Hills, you'll need to make a return trip to the Marshes of Awakening, where the Cave of Bad Dreams holds the key to revitalizing Rayman's bulky pal. It's easy enough to enter the Cave, but you'll need to master some tough platform jumping inside. One major trouble spot is the slide race with the Guardian of Bad Dreams hot on your heels. Try to stay to the right, where there are fewer obstructions, then clear a path using your Magic Fist. The guardian will greet you at the bottom with a salvo of skulls. Use your fist to turn the projectiles into platforms.



Clear your path down the slide by blasting stalagmites with your Magic Fist. Don't worry about jumping—your speed will carry you across gaps.



After throwing some fireballs at you, the Guardian of Bad Dreams will launch a series of spinning skulls. Shoot them to create platforms.



Time your shots so the skulls are within jumping distance. If you have to struggle to reach a platform, the next skull will send you tumbling.

Donkey Kong 64

HOW DO I RESCUE DIDDY?

DK is the lone Kong at large, so it's up to him to free Diddy in Jungle Japes. After visiting the little monkey in the lockup, you'll need to find the three Coconut Switches that open the cage door. The first is above a cave door that's across the water from the main entrance. The second is above another cave entrance to the left of the main entrance. The third one is the most difficult. You'll need to stand on the cliff next to Funky's Store then fire your shooter at the lower-level switch.



Diddy is cooling his heels in a cage on the upper level of Jungle Japes. You'll get a Golden Banana when you free him.



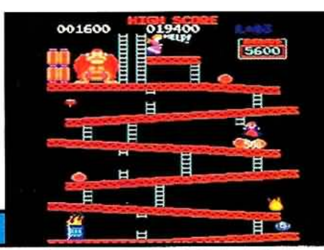
The first two switches are easy to activate, but the third requires you to fire your shooter from the edge of a cliff near Funky's Store.

HOW DO I REACH THE DK ARCADE GAME?

You'll probably get your first glimpse of the DK arcade console through a window in the Testing Room in Frantic Factory. After you've played the Barrel Blast game near Chunky's cage, a lever will appear in front of the machine. Make your way to the Storage Room adjacent to Production. Climb up the pole in the small room off the Storage Room, then follow the hallway at the top to the arcade game. Gorilla-Grab the lever to travel back in time to DK 1981.



Climb the pole near the Storage Room to reach the glassed-off room holding the DK arcade game. Pulling a lever will start the game.



A perfect recreation of the 1981 classic Donkey Kong is in DK64, but you'll get only the first four levels and one life.

WHAT'S THE BEST WAY TO DEFEAT MAD JACK?

After Troff 'n' Scoff have all the bananas they need in the Frantic Factory, it's time for Tiny to take her turn against a boss. Mad Jack is a tenacious foe, requiring not only speed and skill, but also patience. It's more than likely that you've already picked up Tiny's Ponytail Twirl from Cranky, but you absolutely have to do so before facing Jack. The move allows her to spin from platform to platform while the jack-in-the-box pursues her. Stay ahead of him until he stops, then dodge his fireballs and lasers to reach the same-colored block he's standing on. Simian-Slam the switch to give him a shock.



Use the Ponytail Twirl to stay ahead of Mad Jack. Try to jump diagonally—or trade places with him in midjump—to avoid falling off the platform.



Jack will throw fireballs at you while you try to reach the switch that shocks him. Time your jumps to stay one step ahead of the attacks.



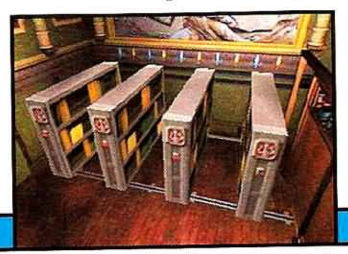
In his final form, Jack will be faster and nearly invisible when he follows you around the platform. Trade jumps with his shiny trail.

Resident Evil 2

WHERE DO I FIND THE DIAMOND KEY?

Playing as Leon, you'll need to pry into some secret places in the Raccoon City Police Department to find the Diamond Key. First, you'll need to enter the door by the departed cop and push the step stool inside the room to the filing cabinet. Climb up and grab the crank. Go upstairs from the library, then use the crank on the square hole. After sliding back the bookshelves, go to the roof and extinguish the burning helicopter. Reenter the R.P.D., then go down the hallway and enter the last door. Place the red jewels in the back of the room to get the King Plug. Look to the left for the box that contains the Diamond Key.

The crank you'll need in the library is on top of a filing cabinet in the R.P.D. building. Push the step stool over so you can reach it.



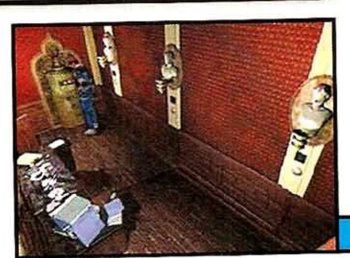
Push the red button in the library to open a hole in the bookcase. Keep sliding the shelves over until you reach the Bishop Plug.



You can extinguish the burning helicopter on the roof by climbing down to a small building on the path below. Activate the valve handle there.

WHERE DO I FIND THE GOLDEN COGWHEEL?

As Leon, you'll need the Golden Cogwheel to acquire the Knight Plug. Finding this useful item requires you to move through the eastern part of the R.P.D. using the Club Key. You'll find the Club Key in the sewer as Ada, then you'll resume control of Leon. Reenter the R.P.D. building, go up to the first floor, then go down the hallway. Ignite the furnace with your lighter. You'll also notice three faucets you'll need to turn on to get the Cogwheel.



Once you have the Club Key, you'll be able to access new parts of R.P.D. Light the furnace with your lighter.



Turn on the middle faucet, then the right faucet, then the left faucet. Solving the puzzle will give you the Golden Cogwheel.

WHAT'S THE BEST WAY TO DEFEAT THE ALLIGATOR?

The sewers of Raccoon City are home to many unpleasant creatures, not the least of which is a giant alligator. Proceed to the waterfall, then use the medal and the valve handle to position the catwalk to the alligator's lair. When the huge reptile first appears, you may think you've got a long, unpleasant battle ahead of you. Once you find the red switch that releases a gas canister, however, defeating the beast is a relatively simple matter of sharpshooting. This monster should watch it's diet.



The alligator may seem very tough if you try to defeat it with gunfire. Instead, find the switch that releases a useful gas canister.



The gator will grab the canister in its mouth, obviously thinking it will be a tasty snack. When it does this, shoot the canister.

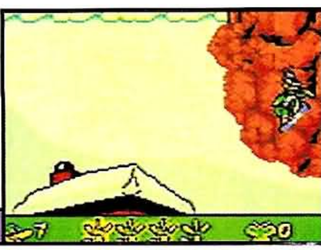
Gex 3: Deep Pocket Gecko

HOW DO I COMPLETE THE FIRST BONUS STAGE?

The first bonus stage in Gex 3 will take you back to the frosty world of Holiday TV. This timed game involves hitting skating elves with your tail until they fall down. Knocking them down isn't a problem, but you may not have enough time to get them all if you go by the original countdown clock. Luckily, there are extra time icons inside the cabins, so you can duck inside if you see that you're running out of time. Work your way up to the top to finish off the five elves, then take an express trip to the bottom.



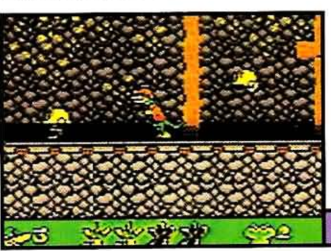
Take a look inside the mountain cabins. There are extra time power-ups in there that should let you knock down elves at a leisurely pace.



Take your snowboard off the top-right edge for an extreme approach to the remote. You may not make it if you take the long way down.

WHAT'S THE BEST STRATEGY FOR THE OLD MINE?

You'll need to get through the Old Mine in the Western Station level if you want any of the four remotes. Drop down through the hole in the saloon to enter the mine, but stay alert once you get there—the place is crawling with armadillos. If you aren't careful, these pesky critters will eat away all your Gex paws and make you start over. That would be too bad, since they are actually pretty easy to avoid if you're patient. Wait for them to approach you, then stop. They'll turn around to walk away but pounce if you get too close. Wait until they jump, then hit them with your tail. They'll curl up in their shells if you try a direct assault. At the bottom of the mine, keep moving to the right. The left leads to oblivion.



Wait until the armadillos try to jump on Gex, then hit them in the air. It's the safest way to dispose of the annoying animals.



Grab the goodie at the edge of the left ledge on the bottom of the mine, but go no farther. You'll end up starting over if you do.

Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner P.O. Box 97033, Redmond, WA 98073-9733

MARIO GOLF (GB)

Q: What does the "boing" sound mean?
A: It means you have an obstruction in the path of your shot, like a tree.

Q: Do Stars and Birdie Badges earn anything?
A: Just the pride of a well-played game.

Q: Why are some paths blocked?
A: The paths will open up as you win tournaments.

EPISODE I: RACER (GB)

Q: I didn't hit any walls. Why am I losing power?
A: Your turbo is probably overheated. Remember to turn it off when your indicator light turns red.

Q: What does Entry do on the main menu?
A: You can enter your name so it will be recorded if you set a lap record.

Q: Who is the best racer in the game?
A: Just as he is in the movie, Sebulba is the best racer in the game.

KNOCKOUT KINGS 2000

Q: Why do I get knocked down, even though I have plenty of power?
A: You can get knocked down any time during the fight, regardless of how much power you have.

Q: How do I get up if I'm knocked down?
A: Rapidly move the Control Stick from left to right.



RAGE WARS

He's a little, big hero for our times, but can Turok save earth from a vile fate? Turok: Rage Wars for Game Boy Color drops Acclaim's comic book hero into another den of bionosaurs and danger. The climb out begins now.

The Amaranthine Accordance (a.k.a. Intergalactic Scum) have come up with the entirely original idea of invading earth, leaving heroic Turok as our only hope for salvation. With the help of a piece of the Timefire, Turok is able to warp between four alien worlds to destroy threats both large and small. He'll discover powerful weapons along the way and create cool new combo weapons. And with the password feature, you can restart Turok's adventure on any planet. Acclaim and Bit Managers have created another Turok for Game Boy worthy of its N64 heritage.





DINO DESTRUCTION

Tune-up Kits can turn many of Turok's weapons into more powerful versions, and the Mix Kit allows you to combine special features of weapons.

Uzi



This light machine gun fires bursts of three rounds and has two levels of upgrades.

Blade Launcher



With the Blade Launcher, Turok can throw Knives. It has three upgrade levels.

Crossbow



Use the Mix Kit to combine the Bow and Shotgun for a powerful combo.

Rocket Launcher L2



For multiple shots and power, use the Mix Kit to combine the Uzi with the regular Rocket Launcher.

Green Planet

Somewhere amidst the jungle greenery, a hidden lab is spawning an army of bionosaurs. Turok must battle through a jungle, race through a ruined city, traverse a river on a raft and storm the heavily defended lab. At the end of all this is a flying menace quite capable of crushing Turok's spirit.



Lizard Cutups

These soldiers may be green, but they're also fighting mean. They charge straight for Turok when they spot him lurking nearby. Even though they're fairly quick, you should be able to defend Turok using the knife.



Bow-dacious

Endtrails along the shore fire at Turok who floats by, exposed on his slowly moving raft. Use the Bow to return fire. The Bow and arrows have a slightly wider hit zone than the Pistol so it's easier to strike the enemies.





Two-Shot

Grab the Gun Tune-up Kit to turn the pistol into a two-shot machine gun.



Mix Kit

Pick up a Mix Kit in the laboratory level near the end of the Green Planet. If you've picked up the Shotgun, you can mix it with the Bow to create the powerful Crossbow.



Open Sesame

A few pokes with the Knife or a couple of shots with your powered-up pistol will blast through these ancient doors. Once they're open, don't rush through. Move slowly and steadily, looking for waiting Endtrails.



Squeeze Play

In the Ancient City, Turok can find himself caught between a scrolling wall and a hard place. Try to stay near the center of the scrolling area and never place Turok in a position where he could be squeezed out of existence.



Out of Sight

Are enemies rushing at you from off-screen, slamming into you and causing damage? If so, use the handy-dandy Blast-o-Matic technique. Shoot straight ahead as you walk forward. You'll hit enemies even if they're out of sight.



Shields Up

Turok collects shield icons as he moves through the game. Different types of shields prevent damage from specific types of attacks. Equipped shields take damage instead of Turok as long as they last.

Foil the Floater

The final stage on Green Planet is occupied by a lazy bionosaur who floats around on a hovering lily pad. This green menace drops acid water toward Turok, who can dodge the drops while shooting up at the boss.



Time Out

Pause the game to select weapons and shields, then head back to the battle with the right equipment.



Once Bitten

Use the shield against bites to protect Turok from the spiders that drop down from above.



On the Blink

When the boss blinks, you've scored a hit. But watch out for the blue fire that's sure to follow.

Desert Planet

Turok's second mission is on a desert world where an elite force of Endtrails is being trained. You'll receive the Blade-Launcher at the beginning of the mission to help you battle through the storm of bullets. This mission also requires some demolition work with TNT, and Turok must be disguised by a holographic projector to infiltrate the base. Watch out for the many traps.



Power to Turok

The first level of the Desert Planet has new weapons and ammo stashed throughout the mazelike territory. If you explore every area and jump over all the barrier spikes, you'll find all the goodies.



Keeping Up

The second level uses a forced vertical scroll to keep Turok hopping. Boulders tumble from the ceiling and bats swoop toward our scurrying hero. Don't fall behind or you may not clear the obstacles.



Big Gulp

Gaping jaws of doom try to chomp Turok in the third level. At the same time, you'll have to dodge enemy fire from multiple sources. Although this level scrolls vertically, you can also explore territory to the left and right.



In the fourth level, Turok is disguised as a bionosaur. Enemies won't attack unless you attack first. Find the explosives shown here in the red box.



The Big Bang

After retrieving the explosives, retrace your steps and head north, where you'll find the TNT bunker. Touch it to blow it up automatically and open up the boss level.

Top the Tank

Back in Turok's regular form, you'll meet this terrifying tank. Its three turrets fire almost constantly, giving you little room for dodging.



Dodge

Keep moving to avoid the tank's shots. In the brief pauses, turn and shoot with a rapid-fire weapon.



Shoot

Target the three guns to score hits against this technological tyrant. After getting a hit, dodge up or down to safety.



Victory

When you've substantially weakened the tank, it will turn a reddish color. Just a few more shots will finish it off.

Frozen Planet

The Amaranthine Accordance has built a robotics factory on a frozen planet. Armed with the Rocket Launcher, Turok will face warrior robots, thin ice, strong winds, polar bears and other maniacal menaces when he storms the base in search of its giant, robotic boss. When the action is this hot, it's definitely no time to chill.



Cold Dip

In the first level, the ice floors have concealed weak spots that break when Turok steps on them, plunging our hot-blooded hero into a frigid bath. Although the pools slow your progress, they don't cause damage. A little dip never hurt anyone.



Grab the Gun

This stage of Turok's chilly journey takes him to a mountainous region where falling boulders can give you a severe headache. Look for the Uzi in the far northern corner. Its rapid-fire capability will come in handy ahead.



Windy Weather

Farther up the mountain, Turok runs smack into a wind storm. The force of the gale pushes our hero toward enemies and hazards such as wide crevices. More bears prowl these windy slopes, so be prepared for battle.



The Crystal Cavern is home to giant bugs, bionosaurs and other unfriendlies. Look for the switch shown in the red box on the map. That opens the door at the top left.

Rout the Robot

The mighty mechanoid at the end of the Frozen Planet loses its head in anger when Turok shows up in the lab. Agility will keep you ahead of the game.

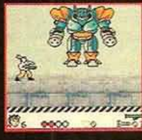
Head

Aim for the robot's head as it flies around the room. It's the only vulnerable spot.



Blink

When the robot blinks, it means that you've scored a direct hit. Watch the eyes.



Shields

The Shield Against Blows protects Turok from the head butts.





Wind Power

The high winds on the mountain assist Turok in leaping across the yawning spans. Get a good running start when the strongest gusts are at your back, then jump just as you reach the edge of the ravine. You'll sail right across.



Bear Stopper

These bearlike critters on the mountain don't take too kindly to strangers, and they don't just lie down when you plink away with your pistol or arrows. Instead, show them the door by introducing them to your Shotgun. That's one thing they can't bear.



Door Switches

The switch on the floor is easy to operate once you find it. Just walk over it to open the door. Of course, after activating the switch you still have to find the door.



Volcanic Planet

The heat gets turned up when Turok invades the final stronghold of the Amaranthine Accordance on a scalding world of volcanoes. Once again, Turok must use the holographic projector to sneak into the base. Your job is to track down a hideous beast that has been trained especially to destroy earthlings. You'll face rivers of lava, pools of acid, bombing robots and more fun than you can imagine.



Hot Feet

The auto-scrolling action keeps you hopping from platform to platform. If you step in the lava, expect to take damage. And bionosaur guards make it all even hotter.



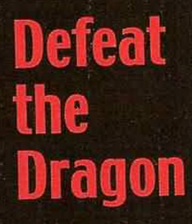
Thick Skin

The holographic projector hides Turok's true nature in this level. No one will recognize him as long as he doesn't reveal himself. Unfortunately, you'll be given away every time you open a door lock.



Bombing Run

When Turok arrives on the volcanic world, he enters a tunnel maze filled with automated defensive robots that fly about dropping bombs on intruders. You can't destroy these enemies, so just dodge them while running for the exit.



Defeat the Dragon

This bionosauric bad boy is burning to blast Turok out of his boots. Watch out for the blue fire and other shots. It can take a ton of hits, so it's best to have extra life.



Weapon

The Triple-Shot Shotgun almost ensures that every time you shoot you'll get a hit.



Pounce

After the beast has taken massive damage, it will pounce at Turok. Keep moving.



Flash

The boss flashes when it takes a hit. It won't take more damage until the flashing stops.



Earth Is Saved

Turok: Rage Wars packs in the action and is full of surprises. Creating combo weapons is a great concept that adds to the fun. The graphics, sound and play control all live up to the high standards of previous Turok games. In short, if you like action, Turok: Rage Wars for Game Boy Color delivers.

From the mists of time (way back in 1990) comes an adventure for Game Boy Color. Nintendo Software Technology Corp. is recreating SNK's Crystalis, capturing the magic, mystery, and excitement of the epic NES game. Take a look into our crystalis ball.

Crystalis™

THE DAY OF DRAGONIA

Following a devastating nuclear war and a sleep of 100 years, the hero of Crystalis wakes to find a world where technology and magic coexist, a world that is threatened by the ambitions of the Kingdom of Dragonia. Swept up in a noble quest, you'll learn to fight, use magic and help the deserving people you encounter on your journey. The Game Boy Color version features some enhanced graphics, digitized speech and new areas to explore.



Real-time fighting will keep heroes on their toes. You'll control a sword and a magic ability simultaneously so you can attack foes and heal yourself at the same time.



The people of the future know a lot about what's going on. You'll have to talk to everyone to solve riddles and learn about the tasks and dangers that lie ahead.



As you progress through Crystalis, you'll earn eight magic powers, including the ability to transport between regions or speak to the four sages who assist you.

ARMED FOR ADVENTURE

Swords & Sorcery

Four elemental swords provide most of the fighting punch in the game. Once you find all four, you'll combine them to create the fifth sword—the Crystalis Sword. Some enemies are more likely to take damage from particular swords. Swords can be powered-up, as well, once you find special items.



The Mightier Sword

Every sword has a built-in power attack. If you hold the B Button, the sword power meter will fill up and juice up your attack. The most basic power-up lets you fire sword shots at distant enemies.



Super Swords

As you explore the world, you'll find special items that give your swords even better powered-up abilities. Many of the special attacks will allow you to progress beyond particular stages or roadblocks.



The Sword of Wind

This first weapon in the game is only slightly more powerful than a blast of hot air. Fortunately, it's strong enough to defeat the weak enemies near the town of Leaf.



The Sword of Flame

You'll receive the burning sword once you reach the town of Oak. The Flame Bracelet activates the sword's third level of power, creating a circle of fire.



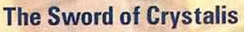
The Sword of Water

This sword helps you clean up enemies and create frozen bridges for crossing water or lava barriers. You won't find this powerful weapon until you reach Amazones.



The Sword of Thunder

Found in the Cave of Styx, the Sword of Thunder can blast through iron gates and mow down every enemy on the screen, but only if you find the Ball of Thunder and Storm Bracelet.



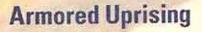
The Sword of Crystalis

Once you have all four swords and find Mesia in the Tower in the Sky, the swords will combine to form the Crystalis Sword. Its only purpose is to attack the DYNA computer at the end of the game.



Save Your Skin

With dangers and enemies lurking behind every bush and stone, it makes sense to protect yourself with defensive items and magic. In Crystalis, players will use items as well as spells to heal themselves and prevent damage to their hero from enemy attacks.



Armored Uprising

Players search for or buy armor and shields. Once equipped, they'll help reduce the amount of damage you'll receive from attacks. Some of these items have extra powers, such as the restorative power of the Psycho Armor.





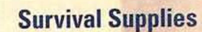
A Charmed Life

Spells can be an even better means for protecting yourself in the wilderness. Spells such as Barrier protect you from attackers while Refresh helps heal your wounds and restore depleted HP.



You Can Take It With You

Items of many types are an important part of Crystalis. The answers to many of the game's puzzles require that you find key items. Other items add to your abilities or help you stay alive in this dangerous world. A large inventory of items is accessible at all times.



Survival Supplies

Visit shops to restock on important items such as Medical Herb, Antidote and Fruit of Lime or to buy useful items such as Warp Boots. You'll earn enough gold for these purchases by defeating enemies.



Antiques Road Show

No amount of money can buy you some items. You'll discover these one-of-a-kind treasures when you listen to legends and explore the world. Many of these antiques have magical powers.



MAGIC AT WORK

Wonderful Wizards

One of the unexpected aftereffects of the nuclear war is the resurgence of magic and wizards. Although you'll learn just eight spells in Crystalis, they are all very powerful. They're also easy to use—just one button casts the spell.

Master & Pupil

You'll have to learn and earn the ways of magic once you undertake this quest. Four wise sages and wizards teach the eight basic skills, but only after you prove your worth by performing good deeds.



The Source of Magic

Just as your character has a limited supply of HP, you'll also have limited MP, or Magic Points. Those points are depleted each time you cast a spell. Staying at the inn or using the Fruit of Power helps restore MP.





Refresh

Restore a measure of health with the spell of Refresh. This is the first spell you'll learn, and it's one of the most useful in the game.



Teleport

Although it costs 20 MP per use, the spell of Teleport warps your hero to any town that you've visited except the Town of Zombies.



Telepathy

Once you receive this spell, you'll be able to speak to the people in Oak. You'll also have the power to consult with the four sages at any time.

Paralysis

When the battles become tiring, try putting enemies to sleep for a short time with the spell of Paralysis. The spell wears off in about five seconds.



Recover

Recover is just what the doctor ordered if you've been poisoned, paralyzed or turned to stone. The treatment is expensive at 24 MP per spell.



Barrier

The barrier blocks all enemy shots from hitting you, but the cost is five MP for every second that you hold the A Button.



Change

Sometimes it's better to become somebody else. Change allows you to transform into Stom, the Soldier, the Woman, and Akahana.



Fly

Once you've gained the Flight magic, you can cross barriers by flying over them. The spell costs three MP for every second of flight time.

AFTER THE END OF THE WORLD

Future Imperfect

Helping those who can't help themselves is the key to success in this world. Many people you meet will have vital information, so it's important to listen (or read the messages) with care. In some cases, if you help the people, they'll help you in return.

Loose Lips

Instead of sinking ships, neighborhood gossip in Crystalis leads to valuable information more often than not. Talk to everyone in every town, and return to talk to them after accomplishing tasks.



Fabulous Friends

If a character asks for help, or even mentions a problem, you can bet that it's the beginning of a side task. The task may involve finding an item or a person. It's always best to help out.



The Journey

Although the main form of transportation in Crystalis is walking, heroes will learn several other methods to help them get where they want to go. It's not always easy. The types of terrain that you'll cross include swamps, volcanoes, seas, mountains and other dangerous locales.

Tempting Travel

Two magical spells help you move from place to place. Flight lets you hover and move over objects on the screen. The Teleport magic instantly warps players from one town to another.



Swamp Things

Hazardous conditions exist in several places of the Crystalis world. In the swamp, for instance, you'll have to breathe through a gas mask to protect yourself from the poisonous fumes.



A World of Wonders

Crystalis sprawls over ten regions, each with distinctive terrain, towns, people, enemies and challenges. You'll move back and forth between these regions, solving problems and completing tasks. Exploring the worlds will help you discover a wealth of secrets. Here's a quick overview of just a few of these magical places.

Wind Valley




Your journey begins in Wind Valley near the town of Leaf. The broken Windmill is one of your first concerns, and the local vampire is likely to drain some of the fun out of your journey.

Swamp Forest




Some of the regions are treacherous for several reasons. The Swamp Forest is filled with poisonous fumes. It's also home to the vicious Swamp Bug, and it's where you'll find the village of Oak.

Mount Sabre




Nadare's Inn is found on Mount Sabre along with several challenges including the battle with General Kelbesque. You'll find valuable items such as the Tornado and Flame Bracelets on these cold slopes.

Portoa




The town of Portoa is home to the queen and the place where you'll find the magical Flute of Lime. You may also encounter a fortune-teller here, or try looking behind the waterfall nearby.

Angry Sea




The sea coast is full of strange places. Here you'll find the Town of Zombies and the Village of Joel. There's a lighthouse, too, and the Sea Altar. You can ride around on a friendly dolphin to reach all the areas.

Twisted Worlds




Nuclear war and 100 years of change have left parts of the world almost unrecognizable. The Village of Amazones allows only females to enter. And in another area, you can have a conversation with a rabbit.

Fearful Foes

Vampires, tigers, witches, bugs, a dragon and even a megalomaniac computer will try to stop you from creating the Crystalis Sword. Some of the enemies wander about the overworld areas while others are boss characters that put up major fights. Building experience and getting the different swords and power-ups is the way to win.

Minor Mutants



The effects of radiation have created weird enemies out of familiar critters. You'll encounter these monsters as you explore the overworld areas. You may have to deal with several foes at once.

Major Madness

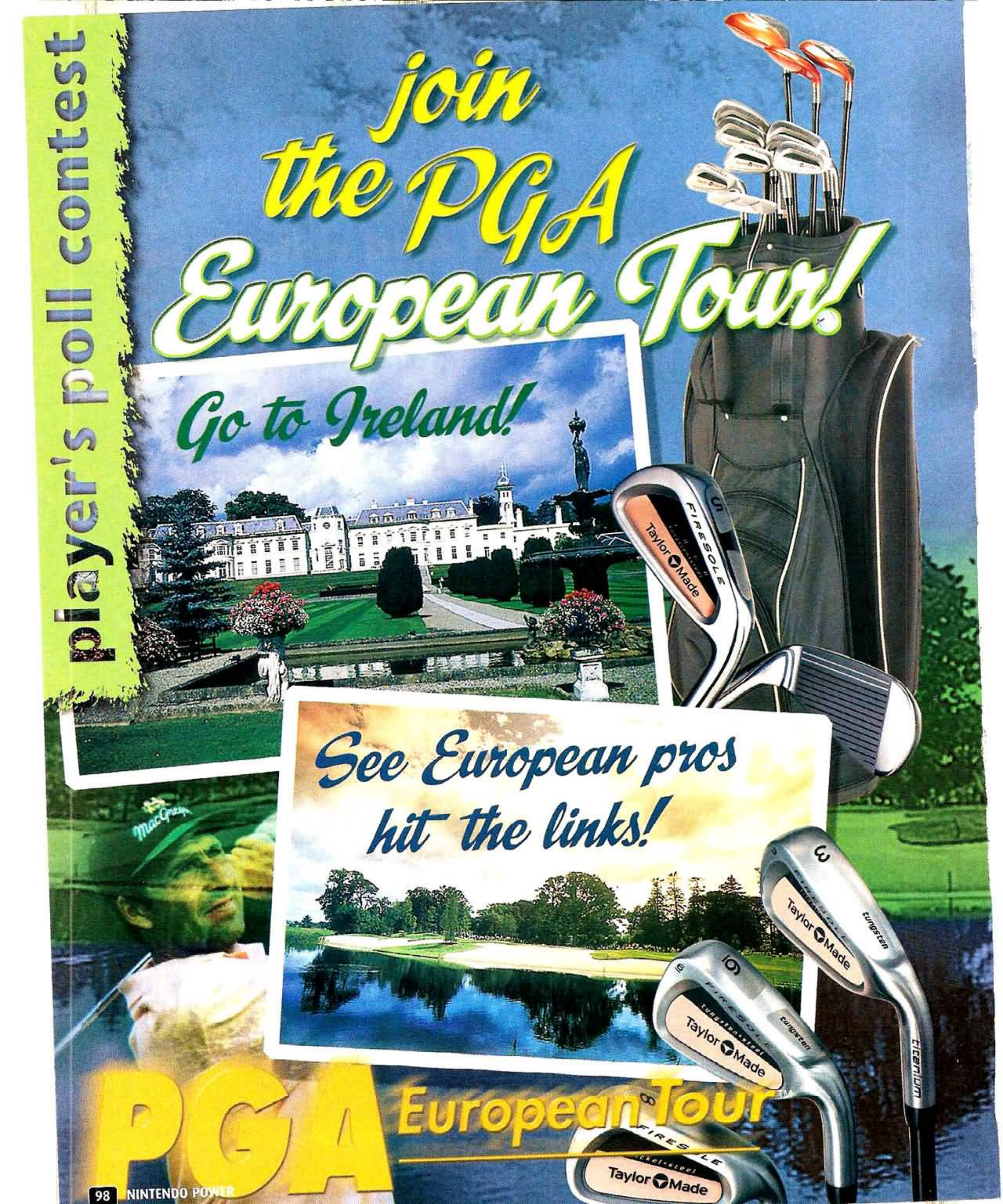


Boss characters often have a specific weakness, and exploiting that weakness may be about the only way to beat them. You'll find 13 major bosses in Crystalis, and some of them appear more than once.

The Crystalis Watch

The development team at NST plans to have the game finished and ready for release by this spring. Virtually all of the parts, people and places were present in our preview version. Although there are a few small differences from the original NES game, the game is essentially the same. Crystalis is as good, or better, than ever.



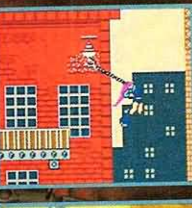

player's poll contest
join the PGA European Tour!
Go to Ireland!
See European pros hit the links!
PGA European Tour
FIRESOLE
Taylor Made
tungsten
titanium


enter to win!
Grand Prize
ONE LUCKY WINNER WILL MAKE THE CUT!
Go to the Smurfit European Open at the famous K Club in Dublin!
Stay 5 nights!
See the pros in action!
Win a set of Taylor Made® golf clubs!
AND
Win a PGA European Tour Game Pak for your N64 from Infogrames!
Second Prize
5 winners!
A Taylor Made® nubbins™ putter and a case of InerGel™ golf balls!
AND
PGA European Tour for your N64!
Third Prize
50 winners!
Nintendo Power T-shirts
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Prizes: Grand Prize: a trip for two to the Smurfit European Open at the K Club in Dublin, Ireland, a set of Taylor Made golf clubs and a PGA European Tour Game Pak for the N64. Club set/bag may differ from the ones pictured. If under 18, the winner must be accompanied by a parent or guardian. Actual dates of the trip to be determined by NOA. Approximate Retail Value (ARV): $6,000. Second Prizes: Five (5) entrants will each win a PGA European Tour Game Pak for the N64, a /Taylor Made nubbins putter and a case of InerGel golf balls. ARV: $155.00. Third Prizes: Fifty (50) entrants will win a Nintendo Power T-shirt, ARV: $10.00.
TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award.
Airline and hotel accommodations will be selected by Nintendo in its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified above, Winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including, but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA reserves the right to change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules that is deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are copyright © 2000 by NOA. All rights reserved.
VOLUME 129 99

BIONIC COMMANDO™

ELITE FORCES









The perfect blend of humans and machines. Sure, we could be talking about the half-organic, half-synthetic guerrillas that debuted on the NES. Or, we could mean the alliance between Nintendo Software Technology and Game Boy that has brought a classic back.

EVERYONE E CONTENT RATED BY ESRB

the bionic brains

Nintendo Software Technology (NST) has taken the classic Capcom adventure and used it to create an all-new Game Boy Color game, stuffing it with 2,000 colors, voice samples and high-res visuals that stretch the platform's limits. You can read all about NST on page 46—trust us, this team is for real.

go commando

Remember the Bionic Commandos? About yay high, land-locked, heavily armed, digital ocular interfaces, telescoping grappling hooks instead of right arms? These uber-soldiers are your only chance against Arturus.



THE BIONIC MAN...OR WOMAN

That's right, folks. The days when Bionic Commando Academy's doors were closed to women androids are over. You can take a male or female commando into the fray, and whichever one you choose, you'll be awed by the smooth mobility—NST worked 15 frames of animation into the bionic motion.





prepare thyself

Of course, when we say that the commandos will be heavily armed, we don't mean their steel limbs. As you hunt for the Albatross in a race against Arturus and the Avars, you'll slowly accumulate plenty of weapons and items beyond your standard-issue gun. You'll have to make choices, however—you can take only one weapon, item and piece of armor into each stage.

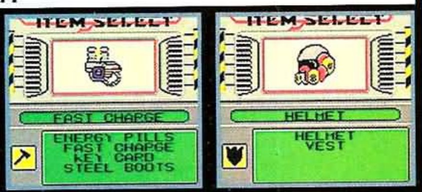
WEAPONS OF CHOICE

No matter which gun you take into battle, you'll have two different shooting styles. You can either fire several shots at a time, or hold down the trigger and charge up the weapon for an extra powerful blast.



EXTRA GEAR

You'll also accumulate peripheral items and armor which will aid you in your quest. Helmets and Vests repel shots, while items like the Steel Boots turn your feet into lethal weapons.



a call to [bionic] arms

State-of-the-art weapons and devices will give you an extra edge in the war with Arturus and his massive army, but nothing will be more vital than your trusty bionic arm. Since the commandos have no means of propelling themselves into the air in the traditional manner, they must instead count on precision grappling to negotiate the varied battlefield terrain.

NEVER STOP SWINGING, BABY!

The most simple maneuver is swinging over short gaps. Just press A to launch your bionic arm out on a diagonal trajectory, then, once it's planted, press the direction you want to swing. Pressing that direction again will release your grip.

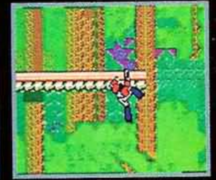




UPWARD (AND DOWNWARD) MOBILITY

Your arm has longer reach straight up, and you'll find that many platforms permit you to climb onto them from below. Press Up and A to lock on to the platform above you, then press Up again to climb. Press Down twice to drop and hang below.





REACH OUT AND TOUCH ANYTHING

If you fall, repeatedly launch the arm out in the hopes of latching onto something solid—this will save you time and time again. As you progress in the game, you'll have to use this technique to get across seemingly impossible gaps.





THE BIONIC KNUCKLE SANDWICH

You can use the arm for more than just getting around, too. It won't dispatch any enemies, but if you can land a solid steel hook on the chin of an opposing soldier, it'll stun him long enough for you to make your escape or blow him away.





level one

As you parachute behind enemy lines, try not to think about the fact that you're completely cut off from outside assistance with only a gun and a mechanical arm to help you. Enemy presence is relatively light this early on, so take your time.





CONTACT HEADQUARTERS

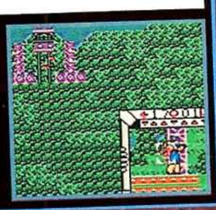
The Avar soldiers have communication outposts in every level, and your initial mission operative should be to find each one and get advice from your C.O. Sometimes you can even tap into the enemy's lines.



SNIPER HUNT

Here's something you never saw on the NES. When you see the sniper icon appear, press Up to go into Sniper Mode. If you pick off all the enemies in time, you'll get some emergency supplies.





EMBRACE LIFE

Keep your eye (and bionic optic sensor) open for out-of-the-way areas—often they will be repositories for health-rejuvenating supplies or extra lives. In this case, it's a free life. Grab it and rejoice!



BUST UP THE JOINT

Your goal is to wreck every area you pass through, so when you find the missile site, start blasting the yellow control box. Latch on to the ceiling to avoid the periodic bursts of flame.





level two

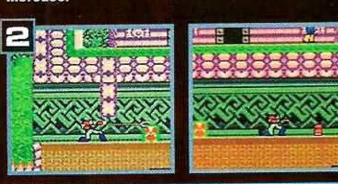
Level Two will present you with some new trials, like spiked pits and platoons of angry Avars that attack en masse. Stay cool—you're a commando!

TAKE THE LOW ROAD

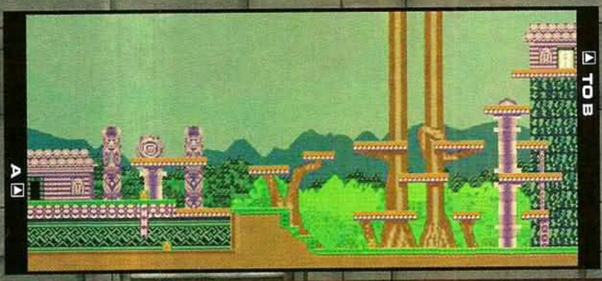
This is also the first place that boasts a secret area. If you press Down twice to drop through the platform at location 1, you can intentionally fall and save yourself just before you hit the spikes.



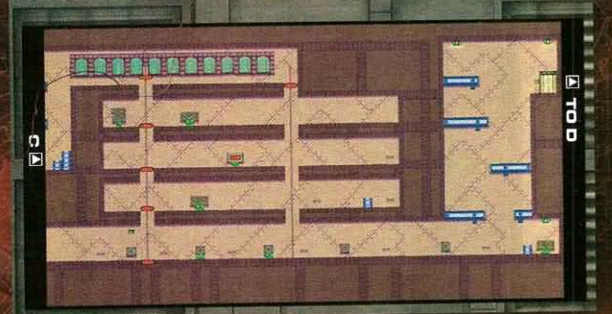
Crouch and use the barrel to pull yourself toward your prize. The Red Cartridge is worth ten of the ordinary ones the soldiers drop, and if you collect enough of them, your health capacity will increase.











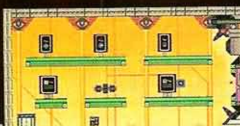
PHONE HOME

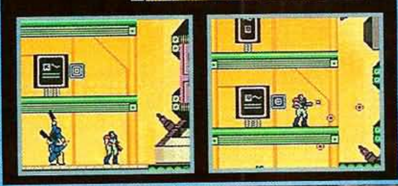
Even if you don't think you need any advice, stop in and contact headquarters anyway. If you don't, the door leading deeper into the level will never open. As always, tap into the enemy lines for extra information.



DESTROY THE REACTOR

The central platform is the ideal spot from which to blast away at the reactor core, but you'll have to contend with a platoon of Avars. Lure them to the lower level so they won't attack you, then climb up and listen for the beeping noise that precedes each assault from the reactor.





enemy attack!

Chances are, you'll be ambushed by one of the trucks moving around on the map before you can reach Level Three. Ambushes will be frequent as you navigate the map, but the top-down battles won't present much of a problem.



GIVE YOURSELF NEW LIFE

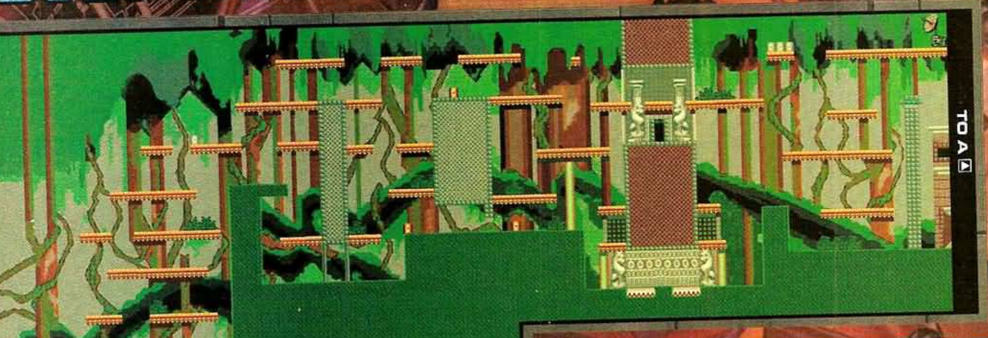
The enemies are easy to defeat or avoid, and the large tank at the end of the level will always provide you with an extra life. Seek these confrontations whenever you're low on second chances.





level three

Level Three drops you into the depths of the jungle, where ravenous anthropoid predators share the treetops with Avar infantry. Climb with care.





SHIELD BOSS

At the end of the level a large enemy with an even larger shield will make you feel unwelcome. As the villain boasts, his deflector can repel all of your shots. Climb up high to make him fire toward you, then drop down to shoot him while his shield is raised. Use Energy Pills to recover.



level four

In the lofty heights of Level Four, your security net will finally be removed. Falling off these high platforms will mean the loss of a life, so you'd better have your bionic arm operating at peak efficiency.





A COMMANDO IN NEED

Apparently Arturus has begun tracking the signal from your decoder. After finding this out from H.Q., head up to the temple heights to find another commando. Your partner-in-arms will direct you to the waterfall's peak.





IT'S EASY IF YOU'RE GREEN

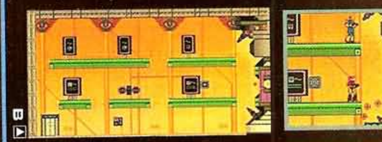
You'll have to complete the level to earn the Green Decoder, but once you do, reenter the level with the device and use some creative swinging to reach a secret communications room at the base of the waterfall. You'll open Level 16.





CRASH THE AVAR PARTY

Another day, another reactor to destroy. Use the same tactics as the last time, being sure to neutralize any soldiers who drop in from above and avoiding the triple blast from below whenever you hear a warning tone. It should be simple if you have any Energy Pills left.

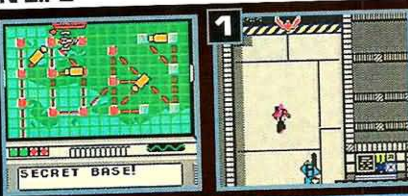


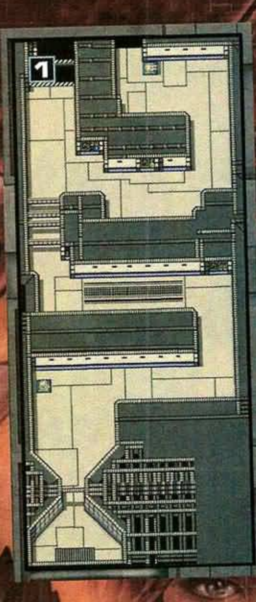
secret base

If you use the Green Decoder to open the way to Level 16, you'll stumble on a Secret Base midway to your destination. This small outpost presents the same top-down conflict as the truck ambushes do, and the level of difficulty is about the same.

STOCK UP ON LIFE

There's no tank holding the extra life in the Secret Base—the bonus item is merely cached in the remote upper-left corner of the hideout. Be sure to reenter whenever you run low on lives.





obstacle course

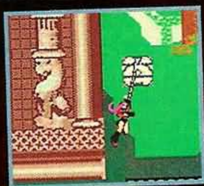
Level 16 is completely bereft of life, hostile or otherwise. All you have do to complete it is swing your way to the top of a jungle obstacle course. If you make it to the top, you'll earn a promotion point, which will change the color of your uniform.

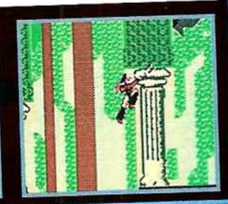


EVEN PARTIAL HUMANS LIKE TO GET PROMOTED EVERY ONCE IN A WHILE!

LET'S SEE YOUR SKILLS

You might as well practice the course until you succeed, because you'll need these skills to survive the later levels. Clamp on to a pillar or overhang then swing out and press sideways to launch yourself into space. When your next target appears, press A again to grab it and continue.



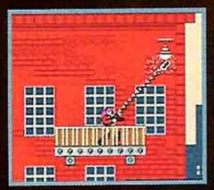


elite techniques

That's as far as we can take you for now—this game is expansive, and the levels only get bigger and more difficult. You'll get radical weapons like the Flamethrower, Wide Gun and Pulse Cannon to aid you in your quest, not to mention bionic goodies like Body Armor and a Rapid Fire modifier. These will help immeasurably, but of equal value are some tricks of the trade.

LOOK HIGH, LOOK LOW

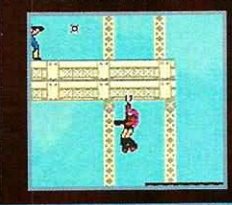
As always, your bionic arm will be your main transport, but you may come to areas that seem to present no purchase for its clamp. Look a little harder. You can latch on to and swing from many things that seem to be just part of the scenery.

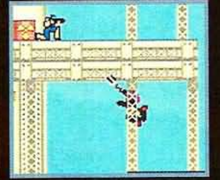




THE OLD DROP AND FIRE

This technique is absolutely essential. If you're hanging motionless from a platform that you can't climb, press Down to release the arm then press A quickly to reattach at an angle. You'll start swinging and will be able to move laterally.





NEW AND NASTY IMPEDIMENTS

You'll run into a number of irritants in your travels that aren't actually Avar soldiers. The upper levels are rife with mounted turrets and slime that will try to send you underground. When in doubt, grab something stationary and open fire.

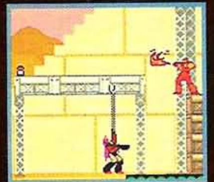




AVAR-ICIOUS ANTAGONISTS

It goes without saying that the bosses get much harder as you go, and even the foot soldiers get tougher. You'll meet up with jetpack specialists, paratroopers, snipers and flamethrower-toting berserkers. Approach them all with caution.

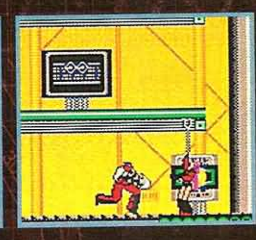


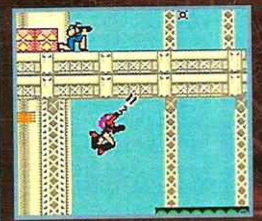


the albatross awaits

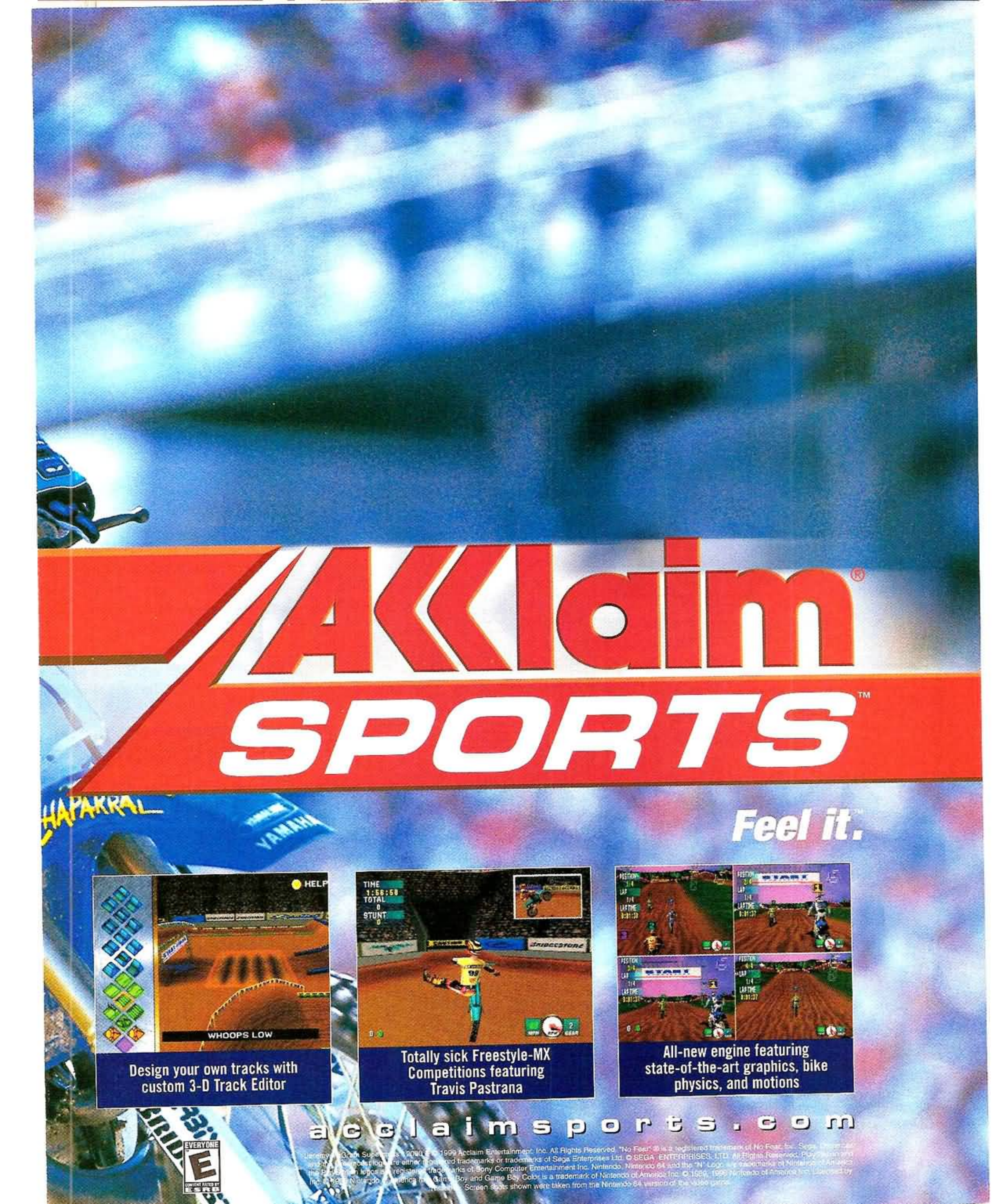
As you can see from these screens, NST has done an amazing job of stretching the Game Boy Color to its limits. What the screens don't show, however, is how fun and fine-looking this game is in action. If you're a new recruit to the bionic martial arts or an NES veteran looking to cut your teeth on a new and improved adventure, it's time to go commando.









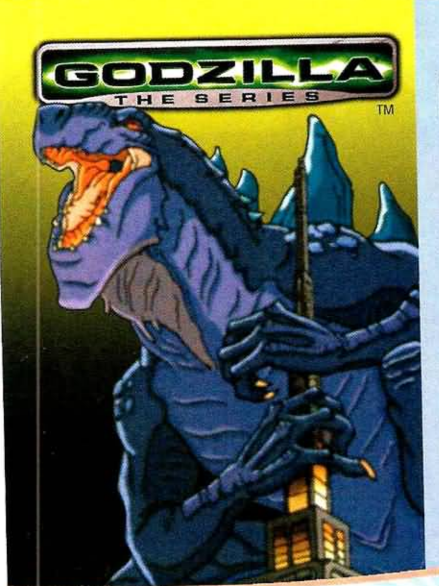

Acclaim®
SPORTS™
Feel it.™
HELP
WHOOPS LOW
Design your own tracks with custom 3-D Track Editor
TIME
TOTAL
STUNT
BRIDGESTONE
Totally sick Freestyle-MX Competitions featuring Travis Pastrana
START
All-new engine featuring state-of-the-art graphics, bike physics, and motions
acclaimsports.com
EVERYONE
E
CONTENT RATED BY
ESRB

Game Boy a-Go-Go



Boy Crazy!

Game developers are smitten with the Game Boy Color, which is good news for all Game Boy owners. This month's selection of games includes an old game revitalized for a new generation, a giant lizard, twin detectives, plenty of cars and much, much more. It's easy to see why so many people and game companies have developed a crush on the Game Boy Color—it's good looking, easy going, and fun to hang out with. C'mon, you know you're a little Boy crazy yourself...so read on!



King of the Monsters

You are the Lizard King in this attractive game based on the modern animated series. Godzilla attacks like a monster should, with stomps, swipes, bites, tail swings and good old fashioned radioactive Fireballs as he makes his way through this sidescrolling game. Finally, you can play as Godzilla without wearing one of those rubber suits!







Godzilla: The Series © 1999 Adelaide Productions, Inc., Godzilla © 1999 Toho Co., LTD

Game Boy a-Go-Go

G-Force

Big amphibious lizards are always being attacked by tanks and planes when they're trying to take a walk. As a defense, the giant scaly monsters tend to develop a good set of defensive maneuvers. All abilities go up in level as you earn points.



Fireball

Breathing fire (A Button) is a Godzilla mainstay, and our hero begins the game with this ability. Fireballs can take out a small tank or plane with one hit. You can move Godzilla's head to aim the balls of fire.



Bite

Godzilla's bite (Right and A Button) is good for attacking enemies that fly a little too close to the mighty lizard's head. Because of its limited range, you won't have many opportunities to use this attack.



Claw Swipe

Press Right and the B Button to reach out and swipe someone. Claw swipes reach only things hovering at G-Man's arm level, but many things seem to hover at G-Man's arm level.



Tail Whip

The second move Godzilla starts the game with is the Tail Whip, which you perform with the B Button. The Tail Whip can't be aimed, but it has good range at its height.



Foot Stomp

Another classic Godzilla action is the Foot Stomp, under which many cardboard and computer-generated sets have crumbled. Once you earn this move, you will use it for all your ground-level needs by pressing Select.

Be On Guard

Godzilla can throw his arms up over his head to protect himself from attacks, no matter where they land on his body. Use the left arrow to put up Godzilla's guard. Godzilla can't block hits forever—keep an eye on the guard meter.



Godzilla's Revenge

This new jack Godzilla doesn't attack unless he's attacked first—but when he does attack, watch out! Something or someone has Godzilla in an uproar, and he stomps through the various levels searching for the cause of his anger.

Level 1



Godzilla earns his moves in Level 1. The big scaly one starts off with a tiny health meter and only the Tail Whip and Fireball to protect him. Aim the Fireball low to hit attackers on the ground, and try to Tail Whip the planes that fly overhead. Use the new moves as they become available.

Level 2



Normally Godzilla would enjoy a stay on a tropical island—but under one? He is amphibious, but come on! Aim Fireballs at the subs when they're out of swiping distance, and foot stomp the undersea tanks. Godzilla isn't slowed down by the water one bit—and it seems that radioactive Fireballs are waterproof.



Buzz Off

That's a big helicopter. It will move around, making it harder to aim at—but if you get in enough Fireballs while blocking the shots from the helicopter, you'll easily swat this monster machine.

The Mysterious Electromagnetic Fiend



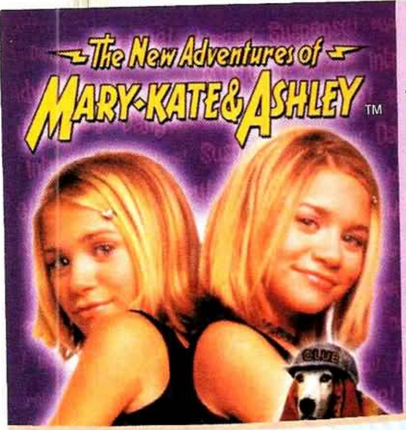
No one is quite sure where this Electromagnetic Monster came from, but it sure doesn't like Godzilla! Aim carefully to make sure you don't waste one single Fireball, and block as many of the monster's electric attacks as you can to emerge triumphant.



Destroy All Monsters

The big G has more monster levels and several tough bosses to take on, including a really sticky creature that will have Godzilla stuck in web-like gunk and unable to attack. Could it be that a large corporation is deliberately attacking Godzilla for its own gain?





Sleuthing Sisters

The Olsen twins, stars of sitcoms, books and TV movies, finally make the transition to video game stars with this puzzle-solving game based on the popular book series featuring the twins as junior detectives. Mary-Kate and Ashley are not identical twins, and it shows in this game, which emphasizes the differences between the girls and their need to cooperate.



A Full House

Mary-Kate and Ashley, and their amazing dog, Clue, have to cooperate to solve any crime before dinnertime. Each character has special abilities, which you will need to combine if you want to solve the mysteries.



Ashley

You will encounter many switches within the puzzles, and Ashley is the only character that can flick them. She can also pick up the dog and throw him, allowing him access to areas he normally couldn't reach. The twins look alike, but Ashley's ponytail points up.



Mary-Kate

The more athletic twin, Mary-Kate, can jump much higher than any other character in the game. She can also boost the other characters up to higher levels, when necessary. Mary-Kate's ponytail points down.



Clue

Clue is really very useful. In addition to his projectile status, Clue acts as a stepstool for the girls to reach new heights, and he can swim. Ashley and Clue can stand on Mary-Kate, so don't feel too bad for the dog.

Two of a Kind

The New Adventures of Mary-Kate and Ashley is a puzzle game at heart, and each character is equally important. In most puzzles, all three must cooperate to solve the mystery.



Pick up the Clues

When you pick up all of the torn pieces of paper suspended around each level, you will get a clue. The clues will help you figure out what each character has to do to reach the caged puzzle piece in one of the levels.



Collect Hearts

Snag as many hearts as you can within the levels. The hearts aren't exactly lying all over the place, and for good reason—they're worth an extra life. It's pretty easy to run into an enemy accidentally or fall into some spikes—you'll be needing those extra lives.



Pest Control

Ashley can hurl Clue at enemies to clear them out and make the level safe for the girls. You have to throw him at the enemies—he can't simply walk up to them and ask them politely to go away.

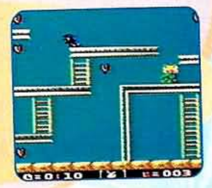


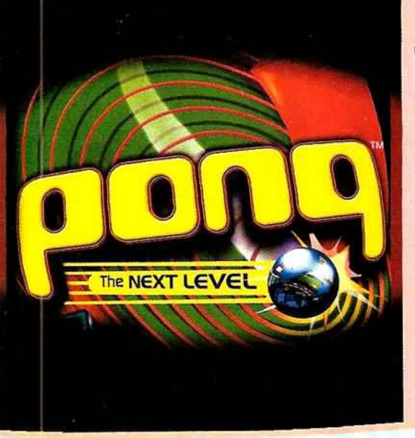
Watch Your Step

Mary-Kate, Ashley and Clue sometimes have to fall to get to a different part of a level. Try not to fall too far, however, or you will lose a life. You can't steer the twins or the dog much once they are falling.

Bonus Game

After you have picked up all the caged pieces and completed the puzzle, you will play one more stage where the goal is to find and collect whatever was pictured in the puzzle—for the first level, it's a beehive. Then you earn a bonus—a level filled with hearts to pick up within the time limit.





The Pong Show

The great-great-granddaddy of all video games, Pong, has come out of semiretirement to teach the young folks a thing or two about how it was done back in the good old days. As with many video game classics, the premise is simple and the game play is repetitive but very entertaining.



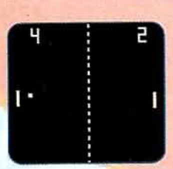
Theme Pong

Pong has certainly come a long way since the '70s, when two white rectangular paddles and a square for a ball were considered to have revolutionized high-tech entertainment. The three new modes each put a different spin on the game.



Jungle Pong

The exotic Jungle Pong uses a bigger ball than classic Pong, and there are logs in the middle of the playing field that can affect the speed and movement of the ball. A small green whirlwind will grant you one of several different paddles if you hit it.



Classic Pong

The original version of Pong is completely faithful to the simple electronic table tennis concept. The ball can bounce off the top and bottom of the screen, throwing a few more possibilities into the game play.



Arctic Pong

On this icy playing field, penguins are calmly interfering with the action as they waddle along. The ball can bounce off of the penguins, and once in a while a penguin will drop a second ball onto the playing field. The whirlwind is pink in this level.



Soccer Pong

In the foosball-esque Soccer Pong, each player has two paddles that move in unison—but the second paddle is on the other player's side of the field. You can score only if you land the ball in the goal—otherwise, it bounces. The whirlwind is also pink in this level.



Each version of Pong has its special attributes, but a lot of the same strategy is used for all four games.



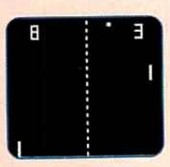
Keep Your Eye on the Ball

The ball starts in the middle of the court and will sometimes be served to you first, sometimes to your opponent. When playing Arctic Pong, you also have to watch for the second ball to pop out of the middle of the court.



Shooting at an Angle

The best way to hit the ball, if you can, is to pull the paddle down or up quickly as the ball connects to it. This will send the ball flying back toward your opponent at an angle, which isn't easy to prepare for. If you can get it to bounce off the walls, that's even better.



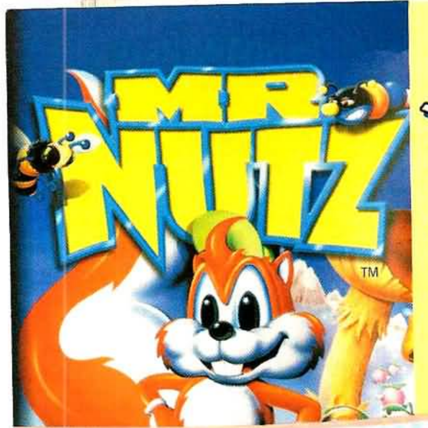
Know the Court

The four different courts have different boundaries and sizes, which affect the way the ball is played. You should also watch those walls when a ball is bouncing off them to put yourself in the right position to hit it back to the other side.



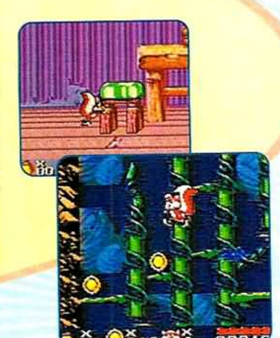
Snag or Avoid Power-Ups?

Those pink and green whirlwinds bestow, for a limited amount of time, different paddles upon you. One will catch and hold the ball, and you can choose when to shoot it back. The other is slanted to give you a better angle. Both change the way you hit the ball—so you may or may not want to get them.



Super Squirrel

Mr. Nutz is a squirrel with a problem—his world is getting colder, and he isn't nuts about the idea at all. It seems a yeti has decided to turn Mr. Nutz's planet into a frozen kingdom, and that just won't do. The yeti clearly didn't realize that Mr. Nutz is a super squirrel, and no one should ever cross a super squirrel.



In a Nutshell

Mr. Nutz's journey in search of the yeti covers a vast and varied terrain. Some roads lead to the forest, others lead to the house of a witch. Mr. Nutz swings from ropes, climbs trees and throws acorns on his quest to stop the chilly monster.



1 Woody Land



Woody Land is a dense, dark forest teeming with caterpillars and walking plants intent on making Mr. Nutz's journey a short one. There are four separate sections of Woody Land that Mr. Nutz must make it through. Pick up plenty of acorns to throw at the pesky insects.

Mr. Spider



The arachnid menace, Mr. Spider, has a few hench-spiders that will drop down from the ceiling to help their master. Defeat both the boss spider and his flunkies by jumping on top of them. Don't allow them to touch Mr. Nutz or his life meter will quickly drop.

2 Adventure Park Journeys



This outdoor obstacle course has plenty of platforms to jump across, ropes to swing on and trees to climb. You'll need to use caution in Adventure Park, as there are more places to fall. Take special care against the purple birds, which will follow Mr. Nutz and try to knock him off the higher perches.

The Witch



At the very end of the Adventure Park is a house. A witch lives inside, and she's not in the mood for visitors. She will throw skulls and pumpkins at Mr. Nutz. Dodge the objects and wait for the witch to swing low, then jump on her head. Repeat this pattern to defeat her.

3 Witch's Room



This world is broken up into several small levels inside the witch's house. Most of the time is spent in the three sink levels, where a shrunken Mr. Nutz rides sponges and tumbles through the plumbing. This world has more of a mazelike feel with a bit of puzzle-solving thrown in.

The Octopus



The eight-tentacled enemy is the toughest boss yet, and let's face facts—squirrels aren't known for their swimming prowess. Attack the Octopus like you did the other bosses—if you swim and land on its head, but don't let it touch you, you will prevail.

Even More Nutz

On his journey to save his home, Mr. Nutz will venture through a few more areas, each more dangerous than the last, until he reaches the frozen lair of the yeti. Stockpile acorns—throwing them is the easiest way to take out enemies, and they aren't plentiful in many places.





Hunting Fer Love

Well, y'all, that Billy Bob has finally found a little missy to call his own. He's in love with Daisy, but she's one of those real ladies. He needs to impress her with his gentlemanly skill at Huntin' and Fishin'. Seems that Daisy has worked herself up a mean ol' appetite, and to make her happy Billy's gonna have to catch her some dinner.



Fishin' and Hopin'

You can choose the path that Billy Bob takes to true love. To choose fishin', walk down the road designated by the drawing of a fish on a signpost. You will have to earn a license, dig up some bait, and choose a boat before you can shove off.



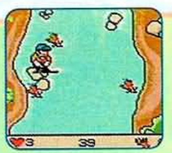
License to Fish

In Billy Bob's neck of the woods, Fishing Licenses are given to anyone who can catch enough flying soda cans before they fall into the fishin' pond. The park ranger will arrest you if he catches you fishin' without a license.



Worms

Use the A Button to shovel up the worms as they pop up out of the ground. Move around a lot—the worms won't just keep popping up at the same hole. You can catch up to 10 worms.



Crawdads

You catch crawdads the same way you catch worms. Sometimes, if you dig rapidly in the same spot, you will catch more than one crawdad (or worm) at a time. Your limit is 10 for crawdads as well.



Minners

Some folks claim minners are the best bait there is. It's certainly the hardest bait to get your hands on. Move up, down, left and right with the Control Pad when you think a minner is about to pop out of its tank. If you move quickly, you should catch your limit of 10.



Go Fishin'

Finally, it's time to fish. Use the A Button to cast your line and to reel it back in. Your rod will bend a bit before you get a bite. In the first round, Daisy wants three bass, but there's a hole in your boat and you're sinking slowly, so you'd better catch 'em fast. You'll catch a lot of junk, but it helps to plug the leak in your boat, giving you more fishing time.



Huntin' Peck

If huntin' is more your speed, take the road with the little antlered creature on it to the lodge. Daisy will want three rabbits in the first round. Huntin' is a little different from fishin', so read on.



License to Hunt

The test to get your Hunting License is more directly related to huntin'. You have to shoot 12 rabbits within a time limit. If you shoot anything else, you will not get your license. Luckily, the rabbits are the only white creatures that appear, so it's not that hard to do.



Take a Bath

The rabbits will catch your scent unless you take a bath before you go huntin'. A bunch of pigs will try to join you in the bathin' hole, but if they get in, you'll smell worse than before you jumped in the water—so don't let the pigs fall in. That's a good rule of thumb anytime you're bathing.



Ammo

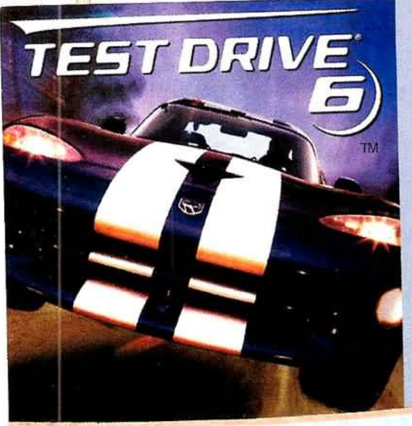
You get only one kind of ammo for huntin'—the bullet kind. A carnival-style shooting gallery will appear, and once again, you must shoot only rabbits. You get one bullet for shooting a rabbit, and you get a bullet taken away for shooting anything else.



Go Huntin'

Well, I 'spect it's about time you go huntin'. You will drive around in a little ATV, lookin' fer rabbit tracks. When you see them, hop out of the vehicle and slowly follow the tracks. A new view will appear—quickly shoot the rabbit before it hops away.





Car Lot

The Test Drive series allows players to try out the sort of dream machines that you don't see out on the road every day. The Game Boy Color version has 12 licensed cars including the Caterham Super 7, the Shelby Series 1, the TVR Cerbera, and the Dodge Viper. Of course, you have to work your way up to the $150,000 cars.



Information Superhighway

To work your way up to that seriously expensive Dodge Viper, you will have to play well. Catch all the power-ups you can, win the races, and make sure you save your data.



Power-Ups

When you enter a cup in the Tournament Mode and win or do well in a race, you will earn power-ups that you can distribute to your car's traction, acceleration, top speed and power burst meters. Always go for speed first.



Cop Chase

You are an officer of the law, and you must give out tickets to the cars on the track. You only have to touch the other car to give it a ticket, but your siren does have to be blaring as you touch. You accelerate with A, and your siren will blare if you hold down the B Button.

Driver Training

If you want to be the first to the finish—and with all these cool cars to purchase, who wouldn't—you'll have to drive well. In racing games, driving well can sometimes mean making sure your opponents can't.



Watch the Skids

Once you know a track well, try not to take any turns too sharply, unless you have to. A skid won't damage your car, but it will slow you down, and in the higher-level cups, it's imperative that you not ever slow down.



Cut off Other Cars

You should never cut people off in real life, but in racing games, you should seize every possible advantage. Try to aim your car to cut the other cars off as you round a corner. If another car has used a power burst, you might even get pushed along at a higher speed.



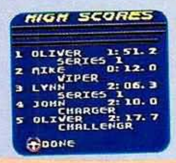
Licensed Vehicles

The beauties in the Test Drive Garage range from the starter Dodge Charger valued at $35,000 to the top-of-the-line Dodge Viper, valued at an astounding $150,000. You can view the cars at any time, but you can't ride until you've won enough prize money to purchase a better car.



Fill Your Garage

Use your prize money to get a better car as soon as you can, then win races with it and build it up with the power-ups. The display screen for each car will show which trophies you've won with it.



High Scores

Drivers love to brag about cars, even virtual cars. The game will keep track of all your wins—just enter your name into the Game Boy when you start a new game.



Replay the Cups

Go back to the lower-level cups to win money and power-up your newer cars. You will gain experience with each new vehicle, the cars will gain more power, and you will earn more money to buy more cars!



Take Shortcuts

That's what shortcuts are for. In the higher-level cups, the computer players are excellent drivers, so you will need all the help you can get to win. If the other drivers follow you, cut them off.

Unlock Mega Cup

There is an additional cup hidden within the game, but to unlock it, you have to be a great player. You can unlock the Mega Cup only if you win every other cup consecutively. No saving, no restarts. That's a lot of driving.



MicroMachines 1 and 2: Twin Turbo

Tiny Transportation

The classic MicroMachines games are miniaturized even further and are now a two-for-one deal on the Game Boy Color. Because two games are packed into one cartridge, the action in these lil' paks is actually bigger than ever!



Diminutive Details

Twin Turbo has all of the fine details that make a game a MicroMachines game—from the racecourses made from real-life household environments to the variety of vehicles to race with.



Tons of Tracks

The inventive and playful tracks are quite enjoyable to race on—each is well-thought-out and witty. We've all raced boats in the bathtub or cars on the kitchen table, but did anyone ever take the time to outline the bathtub course with bubbles or the kitchen course with cereal?



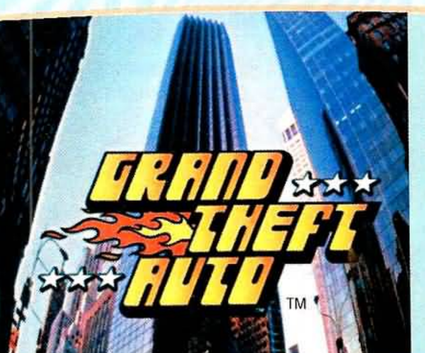
Many Machines

All sorts of races happen in the MicroMachines universe. Tanks, speedboats, cars and helicopters are just some of the small craft you'll get to pilot. Each MicroMachine handles a bit differently, so a bit of practice certainly won't hurt.

2 Players, 1 Game Boy

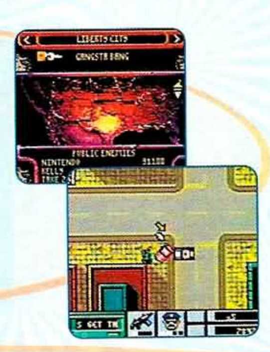
Twin Turbo's Two-Player Mode is rather unusual—two players share one Game Boy, which should be placed on a table and turned sideways so that player one is using the Control Pad to steer and player two is using the A, B and Start Buttons to do the same.





Highway Robbery

Grand Theft Auto is a different sort of car experience. You are a gangster, and you steal cars on a freelance basis. You may be called upon to deliver packages to drive the car to a chop shop.



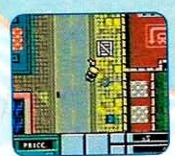
Auto Insurance

At the start of your life of crime, you're pretty much on your own. You begin on foot and must find a phone in another part of town to get your assignment.



Dealing with the Man

The cops are out to get you for some reason. Obviously, you should try to avoid being arrested, and you don't want the police getting you down. You can fight back, especially if you have a weapon.

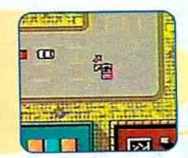


Run Over Crates

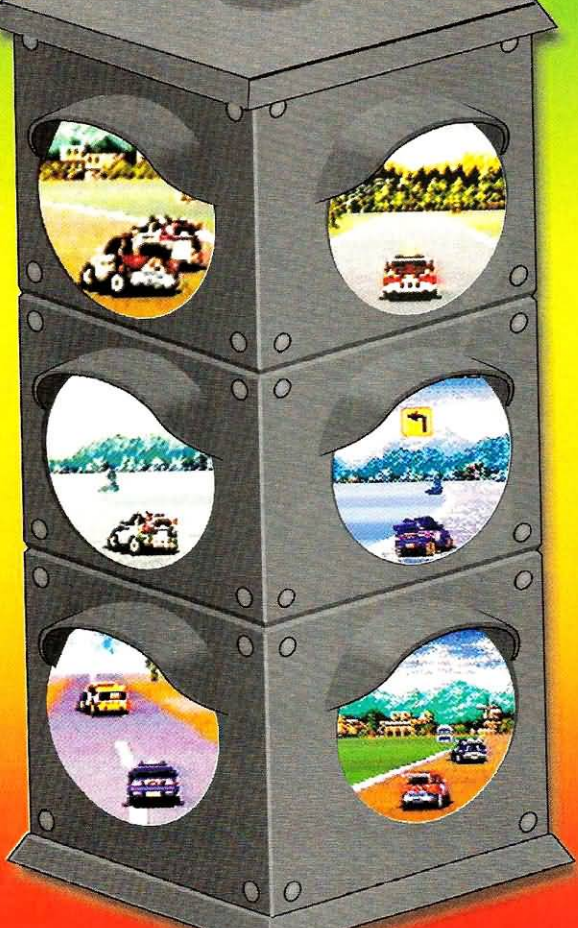
You're a criminal without any way of protecting yourself. Once you've managed to commandeer a car, run over the gray crates to pick up a weapon. You can use the weapons only when you're outside the car, however.

Pick Up the Pace

The towns you are "working" in are very large, so to save time you should run in front of the first passing car you see and, well, take it from its owner. Once you have wheels, it's easier to get to your other assignments.




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ENTERTAINMENT


KEMCO

ARENA are you game?

the CHALLENGES

1



Donkey Kong 64
Crystal Caves and Creepy Castle

To be the top banana in this month's DK64 challenge, swing into Crystal Caves or Creepy Castle, then clean out the area. Send us a photo of your All Kongs Menu showing 500 bananas, 25 Golden Bananas, five Banana Medals, two fairies and one Crown.

2



Namco Museum 64
Arcade Achievements

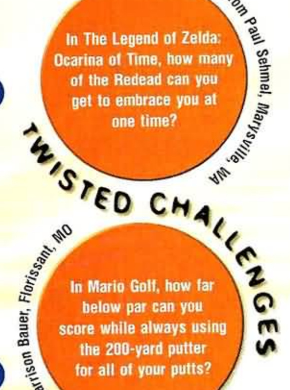
Saving you from spending quarters in the arcade, Namco has dusted off Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position and Dig Dug and faithfully reproduced them for the N64. See just how far 25 cents can take you by racking up a high score in any of those classics.

3



Xena Warrior Princess: The Talisman of Fate
Battle on, Xena

The fighting on the TV show blazes by in a flash, but can you battle just as quickly in the N64 version of Xena? Set your game to the God difficulty level, defeat Despair in Quest Mode, then send us a picture of your record time.



Challenge Scoreboard

POKéMON
Caught 150 Pokémon (Vol. 114)
Jeremiah Weik, Wolcott, CT
Joel Weik, Wolcott, CT
Billy Wenge-Murphy, Fair Oaks, CA
Michael Wielepski, Towson, MD
Joe Willey III, Kawkawlin, MI
Craig Williams, Colgate, WI
David Williams, Milltown, NJ
Shane Williams, Brighton, CO
Brian Wong, Peabody, MA
Gary Wu, Scarborough, ON
Craig Yelton, Pittsburgh, PA
Kelvin You, Temple City, CA

***STAR WARS:* ROGUE SQUADRON**
19 Gold Medals (Vol. 117)
Robert Dalton, Alexandria, VA
Beau Derque, Lohman, MO
Craig Doughman, Delaware, OH
Raymond Eng, Poughkeepsie, NY
Andrew Fader, Newmarket, ON
Andrew Farjo, Seattle, WA
Devin Folk, Carmichael, CA
Sean French, Finlayson, MN
David Frohlich, Graham, WA
Greg Frost, Kirkland, WA
Josh Graham, Fenton, MO

THE LEGEND OF ZELDA: OCARINA OF TIME
Fastest Horse Race Times (Vol. 117)

Doug Carreiro, Lemoore, CA	00:46
Stephanie Flynn, Galt, CA	00:46
Jason Koranek, Lake Jackson, TX	00:46
Michael Liu, Mission Viejo, CA	00:46
Nate Mackey, Stockton, CA	00:46
Josh Velazquez, Harmon, IL	00:46

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Eric Alessandro, Independence, KY
Ben Anderson, Mechanicsburg, PA
Luis Aspictia, Sacramento, CA
Jonathan Bauer, Laurel, MT
Adam Beatty, Pittsfield, MA

BEETLE ADVENTURE RACING
Best Times for Mount Mayhem (Vol. 120)

William Rasmussen, Irving, TX	4:56.16
Clifton Poli, Orlando, FL	5:00.10
Byron Oliver, Clarksville, TN	5:30.17
Andras Szog, Aurora, CO	5:32.55

BEETLE ADVENTURE RACING
Best Times for Wicked Woods (Vol. 120)

Clifton Poli, Orlando, FL	4:00.29
Stephen Evans, Finksburg, MD	4:19.79
William Rasmussen, Irving, TX	4:30.18
Byron Oliver, Clarksville, TN	4:34.01
Andras Szog, Aurora, CO	4:36.89

TRY THIS!

SCRAMBLED SCREEN SHOTS

To finish Donkey Kong 64, you must determine which characters you use first and which tasks take priority. The order in which you play is the key to completing and unlocking the levels. Prove that monkey business is your business by arranging the jumbled screen shots in the order in which they should happen.



ODD GAME OUT

Could skateboarder Tony Hawk have something in common with toy cars or monster trucks? Though games are getting more and more diverse, they still share some of the same elements. The following clusters are grouped because they share a common trait, but one member of the group isn't like the others. Cross out the entry that doesn't belong.

1. Features an appearance by Mr. Potato Head:
   - a. Toy Story 2
   - b. Micro Machines 64 Turbo
   - c. Monopoly

2. Contains music by Primus:
   - a. Hot Wheels Turbo Racing
   - b. Tony Hawk's Pro Skater
   - c. Monster Truck Madness

3. Sports a level called Jungle Japes:
   - a. Donkey Kong 64
   - b. Disney's Tarzan
   - c. Space Station Silicon Valley

4. Has blue hair:
   - a. Jet Force Gemini's Vela
   - b. Army Men's Vikki
   - c. Castlevania's Carrie
   - d. Mystical Ninja's Goemon

5. Is a special attack used in a game:
   - a. Smelly Boot
   - b. Slaphappy Creepout
   - c. Lovely Kiss
   - d. Crazylegs Kneedrop

6. Is originally from a comic book:
   - a. Shadow Man
   - b. Superman
   - c. Rayman
   - d. Turok

WHO AM I?

You may think you're ready to battle in Pokémon Stadium, but are you any match for our sloppy photography skills? Pokémon Stadium isn't all about combat since the game also features a photo studio. See if you can identify which Pokémon we asked to say "cheese."



ANSWERS TO VOLUME 128

Where Am I?
Crystal Caves

MM's the Word
1. Mr. Mime
2. Mumbo's Mountain
3. Metro Madness
4. Mega Man
5. Mickey Mouse
6. Mirror Move
7. Maniac Mansion
8. Mischief Makers
9. Maui Mallard
10. Mt. Moon
11. Mini-Monkey
12. Max Mushroom
13. Micro Machines
14. Metal Mario

Things That Equal 2000
1. (151 + 1848 + 1)
2. (1500 + 500)
3. (2000)

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is March 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.

Nintendo NOW PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

February 2000

NINTENDO 64

DISNEY'S TARZAN

OVERALL RATING 8.5

Tarzan swings onto the N64.

GRAPHICS: Tarzan's movement takes place mainly in two dimensions, but the perspective creates a sense of 3-D. It seems as if all the wildlife in the jungle is alive, and much of it is interactive. The wonderful animation of Tarzan and the many jungle creatures make this game experience as rich as the Disney movie.

PLAY CONTROL: Running, jumping, climbing, swinging and using weapons are very easy to master because of the precision feel of the play control. Players of all skill levels should have no problems.

GAME DESIGN: Where was it written that all games have to be 3-D? Tarzan is proof that platform games can be just as rewarding.

SATISFACTION: You can't argue with quality. Tarzan looks, feels, and sounds great. Hardcore gamers will find it a bit too easy, but the game is really designed for a younger audience.

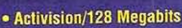
SOUND: The music and background sounds are incredible. If you think sound in a game doesn't make a difference, listen to Tarzan.

COMMENTS: Nate—*This makes a good case for why sidescrolling games should never be abandoned.*

Jason—*Tarzan always feels like it's 3-D. The levels are very well-designed—the cleverly disguised branches aren't too obvious.*







• 1 player

• Controller and Rumble Pak compatible

GRAPHICS 8.8

PLAY CONTROL 8.3

GAME DESIGN 8.5

SAT. 8.2

SOUND 8.5



HOW IT RATES

It's based on the Disney movie, so you know that Tarzan won't have anything too objectionable. Tarzan does battle animals, so the ESRB's E rating is accompanied by an acknowledgement of the animated violence.

NINTENDO POWER STAFF SCORES

8.9 → Kyle

8.8 → Scott

8.4 → Andy

8.3 → Jason

8.2 → Nate

NINTENDO 64

RIDGE RACER 64



OVERALL 7.9 RATING

The best Ridge Racer on the planet is on the N64.

GRAPHICS: NST did a great job of capturing the excitement of the RR series and pumping it up with potent graphics and incredible cars. Fog, pop-up and jaggies are words that definitely won't come to mind, since they don't appear on the screen. It's a fast, smooth ride.

PLAY CONTROL: The cars vary widely in their control characteristics and driving attributes. Some vehicles are speed demons with loose grip while others are slower but steadier. The drift technique can be set for Classic, Revolution or RR64.

GAME DESIGN: Players in the Grand Prix win the chance to challenge for new cars, and those new cars will make it easier to challenge in the next round of Grand Prix races. The game also features Time Trials and multiplayer modes.

SATISFACTION: There's a lot of game here for racing fans (60 races in all), and best of all, it's fun and fast. The Z class races are mind-bending.

SOUND: The fast-paced music gives players a sense of urgency, which is just what you want in a racing game. Road and engine noises are fairly realistic.

COMMENTS: Scott—*It combines the best of previous Ridge Racers and adds more challenge and hidden goodies.* Dan—*The course designs are brilliant.*





- Nintendo/256 megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 3 game save slots
- 25 main cars

GRAPHICS 8.5
PLAY CONTROL 8.2
GAME DESIGN 7.3
SAT. 7.8
SOUND 8.2



HOW IT RATES
It's pretty racy, but the ESRB saw that the blur of speed was suitable for everyone and awarded Ridge Racer 64 a big E rating. The only objectionable material is the difficulty of the Z Class races.

NINTENDO POWER STAFF SCORES
8.5 → Andy
8.5 → Scott
7.4 → Nate
7.4 → Sonja
7.1 → Kyle

NINTENDO 64

FIGHTER DESTINY 2





Does FD2 score on the N64?

GRAPHICS: Although the graphics are a step up from the original Fighters Destiny, they don't compare to today's best N64 games. The animations are good, including special moves with some cool effects. Replays follow each scoring round, which add to the cinematic feeling.

PLAY CONTROL: Fighter Destiny uses the Cross Pad and limited buttons on the Controller. Pulling off special moves consistently is tricky. You can learn the moves in the Training Mode.

GAME DESIGN: Each match in FD2 is judged, with points being awarded for takedowns, ring outs and so on. Fighters don't try to rip each other's spines out. FD2 has plenty of one-player modes including a unique Fighter's Arena in which players challenge the Master to learn moves.

SATISFACTION: Fighting fans should be happy to see a quality game like this, because there haven't been many recently.

SOUND: Most of the music if forgettable, but some matches the setting. The typical grunts and groans are to be expected. The announcer actually sounds pretty good.

COMMENTS: Andy—*Purists will appreciate the technical fighting system.* Jason—*The Record Attack and roulette/game board setup for earning combos make this exciting to replay.*





- South Peak/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Battery-backed memory

GRAPHICS 7.2
PLAY CONTROL 8.0
GAME DESIGN 7.7
SAT. 7.3
SOUND 7.0



HOW IT RATES
Tournament fighting without blood and gore is almost unheard of, but that's what you'll get in FD2. By press time, FD2 hadn't received a rating, but we expect it to receive a T. After all, it's still fighting.

NINTENDO POWER STAFF SCORES
8.1 → Kyle
8.0 → Jason
8.0 → Sonja
7.3 → Andy
6.5 → Nate

ELMO'S LETTER ADVENTURE



Elmo learns the alphabet on the N64.

GRAPHICS: Big Bird, Grover and Ernie take Elmo to three special worlds to learn his ABCs—there's a farm, a space world and an undersea world. The bright graphics and cartoonish animation are suitable for the Sesame Street characters and themes. The letters are large and easy to recognize, but there is some confusion between the mix of lowercase and uppercase letters.

PLAY CONTROL: Elmo scuba dives, drives a car and pilots a spaceship in his search to identify letters. Players merely push the Control Stick in the direction they want to go and steer left or right. It's easy and intuitive.

GAME DESIGN: Like Elmo's Number Journey, the Letter Adventure focuses on recognition of symbols—in this case, kids learn to recognize letter shapes and put those letters in simple words.

SATISFACTION: There's a lot of positive feedback in the game, and the development team at Real Time Associates did a good job with the Sesame Street license.

SOUND: All the characters speak, which is essential in a game for the pre-reading crowd, but the clarity of the voices could have been better. The music is light and friendly.

COMMENTS:
Scott—*For the right audience, it's fun and useful.*





- Newkidco/64 Megabits
- 1 player
- Edutainment
- 3 levels of difficulty
- Sesame Street license

GRAPHICS 7.0
PLAY CONTROL 8.2
GAME DESIGN 7.4
SAT. 6.8
SOUND 8.4



HOW IT RATES
This educational Sesame Street game earned the EC rating from the ESRB. EC stands for Early Childhood. There's no violence of any kind, but expect some fowl play with Big Bird.

NINTENDO POWER STAFF SCORES
8.6 → Jason
7.8 → Andy
7.5 → Nate
7.0 → Scott
6.4 → Dan

ELMO' S NUMBER JOURNEY



OVERALL 7.3 RATING

You can count on Elmo for fun with numbers.

GRAPHICS: Elmo and his friends—Cookie Monster, the Count and Ernie—come alive in 3-D settings with expressive animation. Camera motion is automatic and a bit slow. At times, young players could miss things because the camera didn't swing around far enough.

PLAY CONTROL: The game pretty much tells young players which buttons to push and when. It's as simple and intuitive as you can imagine, which is just right for this type of product.

GAME DESIGN: Youngsters will learn to identify numerals and numbers of objects and perform simple calculations by playing the game. The approach is simple, but there are some fun stages, such as the bumper car ride and the snowboard course on Candy Mountain.

SATISFACTION: This product will appeal to youngsters who are just learning about numbers—and to parents. More variety in the areas and tasks would have been nice.

SOUND: All the characters talk, so young players don't have to read to get through the game. The quality of the sound is not very crisp.

COMMENTS:
Jason—*Cookie Monster is hilarious to watch and hear. The jetski, snowboard and bumper cars are fun for roaming around.*





- Newkidco/64 Megabits
- 1 player
- Edutainment
- 3 levels of difficulty
- Sesame Street license

GRAPHICS 7.0
PLAY CONTROL 8.2
GAME DESIGN 7.2
SAT. 6.6
SOUND 8.2



HOW IT RATES
Like its partner in edutainment, Elmo's Number Journey received the EC—or Early Childhood—rating from the ESRB. It's suitable for preschoolers or superintelligent mice interested in simple math.

NINTENDO POWER STAFF SCORES
8.6 → Jason
7.8 → Andy
7.5 → Nate
6.4 → Dan
6.4 → Scott

NINTENDO 64

PGA EUROPEAN TOUR

Go golfing European-style with Infogrames.

PGA European Tour

OVERALL 6.9 RATING

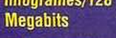
GRAPHICS: The trees look nice, the fairways are lovely, and the golfers exhibit perfect form, but all of this is only half the story for PGA European Tour. Several graphic elements detract from the game, including greens that are difficult to read and swing bars that are confusing for beginners.

PLAY CONTROL: Infogrames includes four methods for controlling the swing. The default is the best. Players also control the type of swing from a menu, which seems awkward at first but turns out to make things much easier in the long run. The camera controls are excellent.

GAME DESIGN: The idea behind this linkster is to provide a European golf setting with European pros. They included the standard match and team modes, plus four-player capabilities. Players can even edit their on-screen hacker personas.

SATISFACTION: Golfers will appreciate the shot-making emphasis of this game, but casual players probably won't get beyond the awkward initial feel.

SOUND: Expect very nice sound effects and announcing.



- Infogrames/128 Megabits
- 1 to 4 players simultaneously
- 4 courses
- 4 modes
- 4 Controller options

GRAPHICS 6.2
PLAY CONTROL 6.6
GAME DESIGN 7.0
SAT. 7.2
SOUND 7.6





COMMENTS: Scott—*I hated it at first, but after getting to know it, I think it's probably one of the truest golf sims around.*
Andy—*Painfully unintuitive.*



HOW IT RATES
Unless you throw your clubs at another golfer, there's not much you could do to earn anything more than an E rating, and the ESRB gave European Tour just that.

NINTENDO POWER STAFF SCORES

- 8.0 → Scott
- 7.2 → Sonja
- 6.9 → Kyle
- 6.4 → Nate
- 6.0 → Andy

NINTENDO 64

WORLD LEAGUE SOCCER

South Peak is in it for the kicks.





GRAPHICS: The smooth animation and graphics in WLS may not be as crisp or detailed as the most recent FIFA games from EA Sports, but they're pretty good just the same. Players make some unrealistic stops and turns, however, so if you want ultra-realism, you might be disappointed by this one.

PLAY CONTROL: The on-field player controls in WLS are very simple, making it ideal for beginning players, but the menu system should be easier to use.

GAME DESIGN: This is a standard soccer game without any major licenses, so the names of teams and players won't match with your favorites. It includes all the modes that soccer fans have come to expect, including custom leagues, national leagues and international tournaments.

SATISFACTION: The biggest thing going for WLS is its easy play controls. If you can move the Control Stick and push a button or two, you'll have some fun.

SOUND: The announcing is accurate. Some of the background sounds, such as thunder during rainy matches, add a sense of realism.

- South Peak/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 9 play modes
- 3 languages

GRAPHICS 7.2
PLAY CONTROL 6.8
GAME DESIGN 6.6
SAT. 6.8
SOUND 7.6





COMMENTS:
Scott—*There isn't a compelling reason to get this one, because the FIFA games are so dominant in this category.*



HOW IT RATES
World League Soccer is a standard soccer simulation and as such received the expected E rating from the ESRB. Even the soccer hooligans are well-behaved in this game.

NINTENDO POWER STAFF SCORES

- 7.6 → Andy
- 7.2 → Sonja
- 7.1 → Nate
- 6.7 → Scott
- 6.1 → Kyle

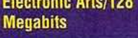
NINTENDO 64

CYBERTIGER

Tiger Woods rules the fairways on the N64.

GRAPHICS: Somewhere between simulation and cartoons you'll find CyberTiger. The courses and the physics model that controls how the ball bounces are realistic. You'll also notice bunnies and skunks, and your ball may don a cape that turns it into a Super Ball! The free-ranging camera is a nice touch.
PLAY CONTROL: CyberTiger reinvented golf controls, making use of the analog Control Stick to deliver a more intuitive feeling. Players can also choose from three levels of power for each club. On the greens, a curving line running out from the putter clearly shows your lie and the break.
GAME DESIGN: This game is loaded with seven play modes, including Driving Range and Battle Modes. But the big news is the presence of power-ups, which you win by making great shots.
SATISFACTION: The extra months of development have truly paid off with a fun golf game that lies somewhere between Mario and the PGA.
SOUND: The music has a hard beat, which gets to be too much for a golf game.
COMMENTS: Kyle–*An original control interface and the power-ups set it apart from your dad's golf video games.* Nate–*It's impossible to make precision shots.*





- Electronic Arts/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 3 courses
- Expansion Pak enhancements

OVERALL RATING **6.8**



GRAPHICS 7.6
PLAY CONTROL 6.0
GAME DESIGN 7.0
SAT. 6.8
SOUND 6.6



HOW IT RATES
The ESRB gave Tiger an E rating and a comment noting mild animated violence. Besides hitting the occasional worm-burner, the notation refers to the Battle Mode in which you can comically attack other golfers.



NINTENDO POWER STAFF SCORES

7.7 → Scott
7.0 → Nate
6.8 → Sonja
6.7 → Kyle
6.0 → Andy

GAME BOY COLOR

BIONIC COMMANDO

The classic action game gets a bionic face-lift.

GRAPHICS: Without a doubt, Bionic Commando is one of the best-looking Game Boy Color titles to date. The characters move fluidly, and the backgrounds have an amazing level of detail. But it's the cinema screens that are the biggest eye-poppers—that's what 2,000 colors get you.
PLAY CONTROL: Once you forget about jumping and feel comfortable with the grappling bionic arm, BC turns into an awesome action game. New features such as the sniper rifle add even more variety to the controls.
GAME DESIGN: Bionic Commando may be a sidescrolling action game for the most part, but it's well-designed and full of action, and it has enough variety to keep things interesting. Overworld maps and overhead perspective areas add even more to the mix.
SATISFACTION: The challenge level may be a bit much for some, but if you like action, this is the best game on Game Boy Color. Start building up your thumb strength.
SOUND: The quality is good for music and sound effects. There's even some use of digitized voice, but it's pretty crackly.
COMMENTS: Scott–*It's about time we had a game that pushes GBC and provides a great play.* Nate–*The use of color is amazing, and fans of the original won't be disappointed.* Andy–*A platformer purist's paradise!*







- Nintendo/16 Megabits
- 1 player
- Battery-backed memory
- 16 Stages
- Bonus Areas

OVERALL RATING **8.3**

GRAPHICS 8.2
PLAY CONTROL 8.4
GAME DESIGN 8.6
SAT. 8.4
SOUND 7.4



HOW IT RATES
The animated violence in Bionic Commando was noted by the ESRB when they rated the game E for everyone. While your commando blasts enemies, there's nothing particularly bloody about it.

NINTENDO POWER STAFF SCORES

9.2 → Nate
8.5 → Scott
8.2 → Andy
8.0 → Kyle
7.8 → Sonja

GAME BOY COLOR

TUROK: RAGE WARS



OVERALL 7.4 RATING

Turok rages on Game Boy Color.

GRAPHICS: Colorful graphics and simulated 3-D motion for Turok make Rage Wars more than just another platform game. Some of the stages auto-scroll to add to the challenge. The level of detail, use of color and quality of animation are all quite good for GBC.

PLAY CONTROL: Turok uses angles of attack to make his way through these dangerous worlds. The controls include jumping and switching weapons on the fly. You'll also have access to submenus for adding shields or changing weapons.

GAME DESIGN: As always, Turok is on a desperate mission to prevent Dinosoids and Bionosaurs from reaching the earth through dimensional portals. In this case, they're building invasion bases on four planets. Turok must penetrate the bases and destroy a boss on each world. The worlds consist of multiple stages that vary widely, some with forced scrolling. Players battle enemies and pick up weapons and ammo.

SATISFACTION: If you like action, Turok packs a lot of it into this game.

SOUND: The music is fast-paced but well-suited to the Game Boy system.

COMMENTS: Scott—*Nice control and pretty graphics are a winning combination.* Nate—*The diversity of weapons was nice, but it wasn't enough to keep me interested.* Andy—*It's the best of the Turok handhelds.*



- Acclaim/8 Megabits
- 1 player
- Passwords
- 4 worlds
- Multiple weapons
- 4 languages

GRAPHICS 8.2
PLAY CONTROL 7.8
GAME DESIGN 7.0
SAT. 7.0
SOUND 7.2





HOW IT RATES
Turok received an E rating with a descriptor of animated violence. There's no blood or gore, but Turok hacks his way through lots of bionosaurs.

NINTENDO POWER STAFF SCORES
8.4 → Kyle
7.7 → Andy
7.4 → Scott
7.1 → Sonja
6.5 → Nate

GAME BOY COLOR

MR. NUTZ



OVERALL 6.8 RATING

A super squirrel saves the world.

GRAPHICS: Mr. Nutz features large characters and rich stages filled with interesting enemies. Although the game action is run-of-the-mill platform stuff, the graphics are very appealing and worth a look.

PLAY CONTROL: Your squirrelish moves may be limited to walking, jumping, whipping your tail about and throwing nuts, but the precision of each of those moves is quite good. The learning curve is very gentle in this game.

GAME DESIGN: Infogrames probably figured that the furry-tailed hero would appeal to young gamers, and accordingly they made the game fairly easy. In his quest to save the world from freezing, Mr. Nutz must hop and bop his way through more than 20 levels and six stages to reach the cold-hearted Yeti.

SATISFACTION: Die-hard gamers will want more heat with their games, but newbie action fans who want a good-looking game will find it all in Mr. Nutz.

SOUND: The music is suitably bouncy, and the sound effects are Marioesque.

COMMENTS: Scott—*Like the original Mr. Nutz for the Super NES, this game is prettier than most, but the game play is pretty standard.* Jason—*What if Mario were a squirrel...?* Nate—*I was pleasantly surprised by Mr. Nutz. The areas were large and often took a little while to figure out. Not bad at all.*



- Infogrames/8 Megabits
- 1 player
- Passwords
- 6 stages
- 3 languages

GRAPHICS 7.3
PLAY CONTROL 7.2
GAME DESIGN 6.3
SAT. 6.8
SOUND 6.3



HOW IT RATES
Not even the watchdogs at the ESRB had the heart to say anything mean about this cute squirrel. Even so, we should warn you that Mr. Nutz has a violent streak—he stomps bugs and throws acorns at spiders.

NINTENDO POWER STAFF SCORES
7.9 → Jason
7.5 → Nate
7.1 → Andy
7.0 → Scott
5.0 → Sonja

GAME BOY COLOR

GRAND THEFT AUTO

The seamier side of gaming appears on Game Boy Color.

GRAPHICS: Cars, buildings and other large objects in Grand Theft Auto look amazingly good, but the player character is tiny. The overhead perspective may have been fine for the PC game, but it presents some problems of scale on Game Boy. Amazingly, little clues like the shaking of the ringing of pay phones can be seen clearly. The directional pointer arrow is probably the most important graphic element.

PLAY CONTROL: It's hard to grow accustomed to the awkward play control. Simple movement is difficult, and driving around town is even more of a bear.

GAME DESIGN: For a game that involves gangland heists and other illegal activities, Grand Theft Auto seems pretty tame. The actual mission objectives are a matter of finding locations and performing simple tasks.

SATISFACTION: The only good play control element in Grand Theft Auto is the operation of the power switch. That being said, the game has a lot in it for patient players who don't mind exploration.

SOUND: The music is pretty good, and it changes frequently enough to keep you from going insane. Controls for music and sound effects levels were included.

COMMENTS: Nate—*It's a big place with a lot of trouble to get into. The only problem is you couldn't see trouble if it walked up to you and whacked you with a cement truck.*





- Take 2/32 Megabits
- 1 player



GRAPHICS 7.2
PLAY CONTROL 5.2
GAME DESIGN 6.7
SAT. 6.0
SOUND 6.0



HOW IT RATES Grand Theft Auto is one of the rare Game Boy titles that has earned a T rating from the ESRB. The animated violence in the game is just part of the story. The game is all about succeeding at crime.

NINTENDO POWER STAFF SCORES

- 6.7 → Andy
- 6.7 → Nate
- 6.4 → Jason
- 6.1 → Kyle
- 5.6 → Scott

GAME BOY COLOR

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

It's about time for Game Girl Color.

GRAPHICS: Don't expect the sister sleuths to be as prominent in the game as they are in their video adventures. The characters are on the small side, but that's not to say that they're too small for the type of game. Likewise, the backgrounds are less detailed than in some games, but the simplicity of the graphics makes it easy to identify puzzle elements.

PLAY CONTROL: Each character has one special move, so that part is easy to learn. The trick is to use the right character in the right place. Even novice players should master the style in a short time.

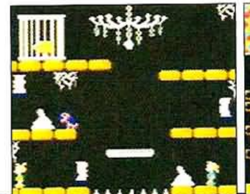
GAME DESIGN: Yes, they'll solve any crime by dinnertime, but you won't finish M-K&A that fast. The puzzles are surprisingly fresh and fun. Players must use the three characters to work their way through the mazes, enemies and obstacles of each level.

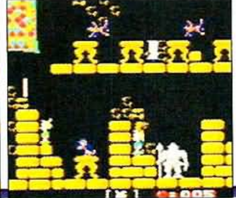
SATISFACTION: Acclaim is targeting this title at female gamers, but the puzzles are right for all players.

SOUND: The music is okay, but it becomes annoying after extended play. The sound effects and music can be turned off in the Options menu.

COMMENTS: Scott—*Regardless of what you might think about the heroines, this game is filled with good puzzle action.* Nate—*While the level design gets inspired, the graphics could use some improvement.*







- Acclaim/8 Megabits
- 1 player
- Passwords
- 5 cases

OVERALL 6.1 RATING

GRAPHICS 5.2
PLAY CONTROL 6.6
GAME DESIGN 6.0
SAT. 6.6
SOUND 6.2



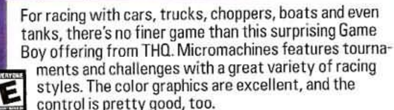
HOW IT RATES The young detectives solve their cases peacefully, which earns them a glowing E from the ESRB. We would like to add that players should not imitate the game at home by throwing dogs at spiders.

NINTENDO POWER STAFF SCORES

- 7.1 → Sonja
- 6.7 → Scott
- 6.6 → Nate
- 5.4 → Andy
- 5.0 → Kyle

ALSO PLAYING THIS MONTH

MICROMACHINES 1 & 2
- THQ/8 Megabits
- 1 to 2 players simultaneously
- Game Link Compatible
- GB and GBC compatible


For racing with cars, trucks, choppers, boats and even tanks, there's no finer game than this surprising Game Boy offering from THQ. Micromachines features tournaments and challenges with a great variety of racing styles. The color graphics are excellent, and the control is pretty good, too.



OVERALL RATING 7.2

GRAPHICS 7.5 | PLAY CONTROL 7.2 | GAME DESIGN 6.8 | SAT. 7.2 | SOUND 7.2

BILLY BOB'S HUNTIN' & FISHIN'
- Midway/8 Megabits
- 1 player
- Game Boy Color exclusive
- Passwords

Combine every insulting stereotype you've ever heard about the backwoods—you'll find them in Billy Bob's Huntin' & Fishin'. The numbingly repetitious game play features target shooting and simplistic bass fishing. In spite of the sophomoric appeal of the game, it is kind of funny to reel in a tire.



OVERALL RATING 6.7

GRAPHICS 6.8 | PLAY CONTROL 6.4 | GAME DESIGN 6.8 | SAT. 7.0 | SOUND 6.2

PONG
- Hasbro/8 Megabits
- 1 to 2 players simultaneously
- 5 modes
- Game Boy Color only

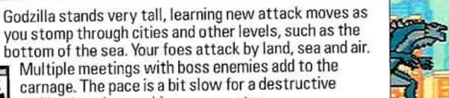
The first video game ever returns in a Game Boy Color exclusive version featuring colorful variations on the original game. Now you can play with special paddles, on custom fields and with extras such as penguins and secondary paddles. You can even play the original—it's just as good as it's always been.



OVERALL RATING 6.6

GRAPHICS 5.8 | PLAY CONTROL 7.0 | GAME DESIGN 6.5 | SAT. 7.2 | SOUND 6.0

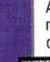
GODZILLA
- Crave/8 Megabits
- 1 player
- Passwords
- 3 languages
- GB and GBC compatible


Godzilla stands very tall, learning new attack moves as you stomp through cities and other levels, such as the bottom of the sea. Your foes attack by land, sea and air. Multiple meetings with boss enemies add to the carnage. The pace is a bit slow for a destructive thriller, but the graphics are monster.

OVERALL RATING 6.3

GRAPHICS 7.4 | PLAY CONTROL 6.0 | GAME DESIGN 6.2 | SAT. 6.0 | SOUND 6.0

TEST DRIVE 6
- Infogrames/16 Megabits
- 1 player
- 3 modes



Accolade's driving franchise comes to Game Boy Color now that Accolade has joined with Infogrames. The overhead perspective is reminiscent of Mickey's Racing Adventure, but the control is even more sluggish. Players can earn money to buy new cars and power up existing cars.



OVERALL RATING 5.9

GRAPHICS 6.0 | PLAY CONTROL 5.8 | GAME DESIGN 6.0 | SAT. 5.6 | SOUND 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventures, Puzzles
ARMOND: Fighting, RPGs, Adventures
BRYAN: Action, Adventure, Puzzles
DAN: Action, Adventures, Sports
ED: Sports, Puzzles, Action
HENRY: Fighting, Action, Sports
JASON: Adventures, Action, Puzzles
JOHN: Simulations, RPGs, Fighting
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventures
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.


Early Childhood

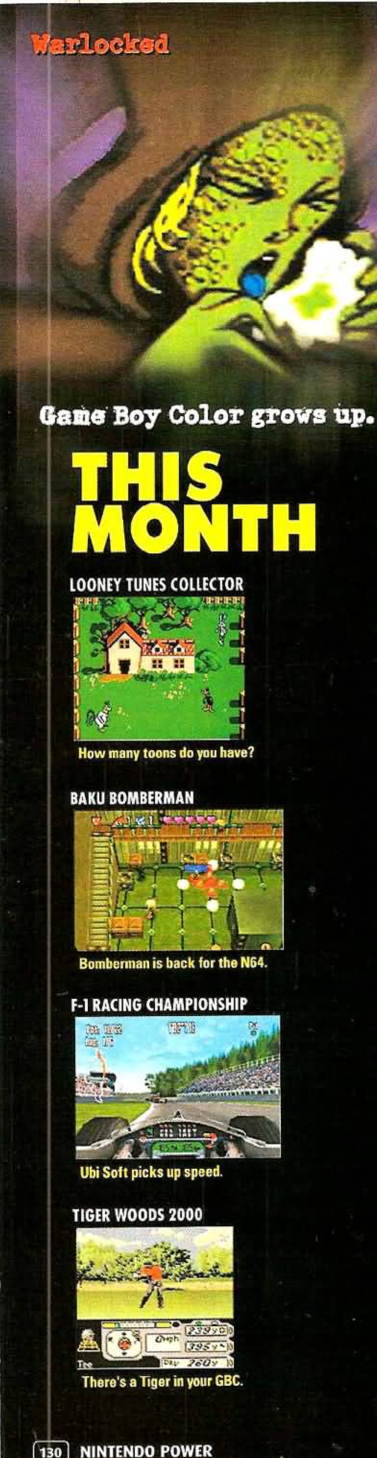

Teen (13+)


Adult (18+)

All Ages




Rating Pending



Game Boy Color grows up.

THIS MONTH

LOONEY TUNES COLLECTOR

How many toons do you have?

BAKU BOMBERMAN

Bomberman is back for the N64.

F-1 RACING CHAMPIONSHIP

Ubi Soft picks up speed.

TIGER WOODS 2000

There's a Tiger in your GBC.

PAK WATCH

The inside source for all Nintendo News.

NINTENDO REINVENTS FUN ON THE N64



The N64's classic styling has served it well over the years, but Nintendo has decided that it's time to make some funtastic changes in the dark gray console. In a few months, you'll begin to see six new colors of N64 consoles—the Funtastic Series—appearing at retail locations across North America. Each of the new Funtastic consoles has a semi-transparent shell, like the Jungle Green consoles of the Donkey Kong 64 set, so you can see the inner components of the N64. The new flavors include Watermelon, Ice, Jungle, Fire, Smoke and Grape. Of course, although these consoles are quite tasteful, you won't want to eat them when they appear on the menu at your local retailer after March 10th.



NINTENDO AND BITS MAKE NEW GAME BOY COLOR STRATEGY



Out of the obscurity of Nintendo's top secret, second-party development projects comes word of a mysterious, real-time strategy game for Game Boy Color. It's called Warlocked, it's in development at Bits Studios in the U.K., and it's scheduled for release in North America in April. Recently, your Pak Watch patrol snagged a copy for an early preview, and we were very nearly bowled over by the scope and cleverness of the game.

Man vs. Beast

Warlocked takes place in a world filled with humans and beasts battling one another for domination. Like most real-time strategy games, Warlocked pits its opposing races in worlds of fog that clear as players explore the unknown. Each side must collect resources, build warriors, construct bases, search for the enemy and engage in combat. In Warlocked, the humans use knights and archers as the basic troops, while the beast race has goblins with similar attacks. Both races search for wizards and dragons to help give them an edge. They also build barracks, work mines to produce gold and other structures and chop down forests to provide wood for construction. You'll even find farms that grow the food that supports your troops.





Wizards in the wilderness

Each wizard has one type of magic for combating the enemy. For example, the Chicken Wizard can cast a spell on an enemy that turns it into a chicken. If one of your fighters defeats the chicken, you can devour the fowl and regain HP. Other wizards have suggestive names such as Sage, Quake, Sleep, Pox and Gold. More than 20 types of wizards are hiding in the game worlds, but you'll need some extra help to find all of them.

Various links

Trading wizards and other units adds another dimension to Warlocked. When you begin a new game, a random function determines which wizards will be available to you as you progress through a dozen missions. The only way to get any of the other wizards is to trade for them. Trading takes place via Game Boy Color's infrared port. Players can battle each other directly, as well, but must link up using the Game Link Cable. There are six worlds dedicated to two-player linked battles in addition to 12 single-player missions for each race. The types of terrain include snow, forest, tropics, desert and volcano. In the unique Armies Mode, players swap units using the infrared port and the game automatically determines the winner, sort of like in a card game.

Casting the spell

Warlocked packs a lot of fun and strategy into its 16 megabits, but perhaps the most impressive part of the game is the size and clarity of the unit graphics. Some PC games in this genre don't do as good a job of distinguishing between different types of units. Warlocked is a Game Boy Color exclusive title that makes full use of the GBC hardware, but a lot of credit has to go to the development team for creating art that fits the small screen. The result is an original game that's the first handheld for real-time strategy fans. If you enjoyed Command & Conquer, Warlocked should cast its spell on you, as well.







What happens when you trade a Chicken Wizard for a Pox Wizard?

Pak Play

Hands-on previews of upcoming games.

GOTTA TUNE 'EM ALL?

Infogrames hopes to cash in on the collectible character craze with a new series of Game Boy Color games starring a huge cast of Looney Tunes favorites such as Bugs Bunny, Daffy Duck, Taz and Elmer Fudd—47 of the beloved characters in all. Infogrames gave Pak Watch an exclusive look at the first adventure, which is to be called Looney Tunes Collector: Alert. The game, or games, consists of several parts. In the one-player adventure, you'll have 12 initial stages, eight playable Looney Tunes characters and 25 characters that you'll meet. If you trade characters with another player, you'll open a second adventure of eight missions with six playable characters and 22 characters to meet. The stages are filled with puzzles and real-time action similar to Zelda games, but you'll also find plenty of Looney Tunes wackiness. Two players can Game Link to access a multiplayer mode, as well. The game isn't just a response to Pokémon, as you might think. In fact, the development crew in Lyon, France, has been crafting Collector for almost two years with a 14-person team. That's a huge investment for a Game Boy title, but Infogrames has a lot of faith in the Looney Tunes license and the potential of Collector. Due out in August, Alert will be followed in the fourth quarter by a second Collector adventure. No one knows how many there will be in the end.

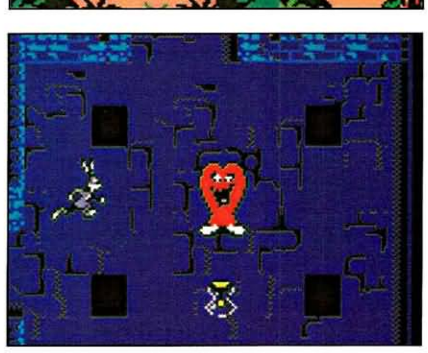
















BACK TO BOMBERMAN

Bomberman's back in a new adventure from Hudson Soft, which he shares with a friendly, Kirbyesque hero named Pommy. In Baku Bomberman 2, which is the Japanese name of the game, the B-man and Pommy get sucked into a black hole to begin an adventure that takes them to six planets. The 3-D action involves typical Bomberman activities such as blowing up enemies and obstacles, but the perspective is a real step up from the previous Bomberman games on the N64, so play control is better. In addition to picking up items in the game, B-man can buy cool gear in a space shop before entering a level. Of course, the traditional multiplayer Bomberman games are included in several variations for up to four players. There's even a Customize Bomberman Mode where players can build their own characters. Although Hudson developed the game, they're looking for someone else to publish it in North America, so we can't say when BB2 will explode onto the scene.





UBI'S BEHIND THE WHEEL

F-1 fans will soon be treated to the finest F-1 experience you can get without actually climbing into an open-wheeled car. F-1 Racing Championship was created by Video System and Paradigm Entertainment as the sequel to 1998's F-1 World Championship, which was distributed by Nintendo. This time, Ubi Soft gets the checkered flag. As for the game, it's been improved in the areas of graphics and play control. There are some new game play options, as well. The Arcade Checkpoint Mode turns the game into an arcadelike racer that requires you to reach checkpoints within an allotted time to continue. The Duel Mode pits two drivers in a head-to-head contest on any of the international F-1 tracks, and the smooth animation doesn't drop a frame. F-1 is pretty and fast, but this type of racing still isn't as big in North America as in other parts of the world. You'll be able to check it out for yourself by the end of next month.









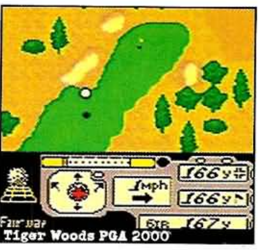
Ubi wheels out another winner...

Pak Peeks

Whats breaking in the world of games.

A Serious Tiger

Tiger Woods may seem more like a playful kitten than a tiger on the N64, but on Game Boy and Game Boy Color, Tiger Woods PGA 2000 has a big bite. This game is a true simulation compared to the


Tiger Woods PGA 2000

arcade look and feel of CyberTiger. Even so, you'll still have a great round of golf. Joining Tiger on the PGA tour are other top pros such as Davis Love III and Craig Stadler. You can challenge the CPU pros in Stroke Play, Skins, Shootouts or Tournaments on real courses including Summerlin and Sawgrass. THQ has picked up the license from EA Sports and should have Tiger on the fairway any day now.

Say "Hello Kitty"

Pokémon isn't the only Japanese phenomenon to reach North America recently. Hello Kitty has appeared on all sorts of products, and now she's starring in a Game Boy Color game from NewKidCo. Hello Kitty's Cube Frenzy is a simple, Tetris-like puzzle game with a few twists. Players use blocks to build steps or eliminate obstacles so Hello Kitty can reach all the prize items. It will whisker you away.


Hello Kitty

Build it and they will play

Matchbox Caterpillar Construction Zone from Mattel for Game Boy and Game Boy Color promises to put players behind the levers of giant yellow Caterpillar bulldozers, cement trucks, tractors and other types of heavy construction machinery. The game consists of 21 levels of construction projects. You'll flatten terrain, pour concrete, lay pipe and till fields, to name a few of the tasks. For construction fans, there's also a descriptive entry for each type of equip-


Matchbox Caterpillar Construction Zone

ment with listings for things such as engine type, rated payload and body capacity. It's a hard-hat paradise, and MCCZ should be available by the time you read this.

Loonies racing

Infogrames has a huge Game Boy Color lineup in addition to the Collector series, and Wacky Races will be just the first of many titles featuring the Looney Tunes characters. Taken from the Wacky Races cartoons, classic characters such as Muttley, Dick Dastardly, and Penelope Pitstop race across the country in eight wacked-out vehicles like Peter Perfect's Turbo Terrific. There are four modes, including

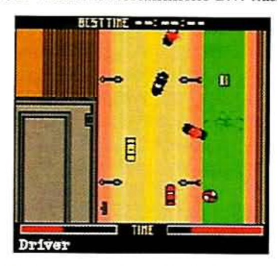

Wacky Races

Arcade, Endurance, Championship and Time Trial, and nine tracks for testing your skill. And that's not all folks, because the colorful graphics look like they were pulled straight out of the cartoons.

Game Boy happenings

Game Boy Color games, whether they're dual or dedicated, continue to feed the fastest growing category in the video game world. Most of the industry's growth through 1999 was a result of the huge increase in Game Boy Color sales. Pokémon was part of that success but certainly not all of it, and developers and publishers around the world continue pouring creativity and dollars into the development of new Game Boy titles.

Here are a few of the upcoming games. Midway is working on a GBC version of its arcade hit, NBA Showtime. Interplay is working on a game starring Casper the Friendly Ghost while GT Interactive is developing a GBC version of its hit PC game, Driver. A new developer/publisher called Wittan Entertainment B.V. has two



Driver

games in the works—Rock Bottom and Dix. Longtime Game Boy publisher Sunsoft is working on Robopon as well as other games like Blaster Master, which should be available soon. At Titus, Titus the Fox for GBC is nearing completion, too.

More on N64

The N64 continues to roll along with major titles scheduled for the foreseeable future. Daikatana, Kemco's massive first-person shooter adventure, has jumped ahead of its schedule and may be ready for

release earlier this spring than previously thought. Infogrames reports that Duck Dodgers and Taz Express are both on track for early summer releases. Midway has just about inked an agreement on a cool new hockey game, while Cruisin' Exotica is already in the works for the N64. Midway's Rush 2049 and Stunt Race 3000 will leave their marks later this year, as well. If you've been wondering what's happened to South Park Rally from Acclaim, it's still in the approval stages, but as soon as the bugs are cleaned out it should be hitting the stores. Jeremy McGrath's Supercross 2000 is also still in the works. We now expect a release date in the summer. Finally, THQ has revealed that the RPG NomenQuest, in development at H2O, has been renamed Aidyn Chronicles: The First Mage. The game is a true RPG with a serious look and tone. Along with Ogre Battle, this means that RPG fans have a lot to look forward to on the N64.


Daikatana


Stunt Race 3000


Jeremy McGrath's Supercross 2000

Tony Hawk's Pro Skater


Activision

Pokémon Stadium


Nintendo

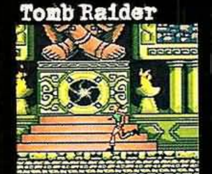
ExciteBike 64


Nintendo

South Park Rally


Acclaim

Tomb Raider


Eidos

HydroThunder


Midway

RELEASE FORECAST

WINTER 1999

BATTLEZONE 64
BIG MOUNTAIN 2000
CARMAGEDDON II
DAIKATANA
HYDROTHUNDER
HYPER-BIKE
NUCLEAR STRIKE 64
POKéMON STADIUM
RALLY CHALLENGE 2000
RAT ATTACK
TONY HAWK'S PRO SKATER
ALL-STAR TENNIS 2000
ARMORINES
ARMY MEN 2
AZURE DREAMS
BATTLETANX
CARMAGEDDON
CASTLEVANIA II
CROC
DAFFY DUCK: FOWL PLAY
DEER HUNTER
EVEL KNIEVEL
F-18 THUNDERSTRIKE
FIFA 2000
HELLO KITTY'S CUBE FRENZY
HOT WHEELS STUNT TRACK DRIVER
KNOCKOUT KINGS
MAGICAL TETRIS CHALLENGE
MATCHBOX CATERPILLAR CONSTRUCTION ZONE
MEGA MAN 5
NBA IN THE ZONE 2000
NBA LIVE 2000
NFL BLITZ 2000
NHL BLADES OF STEEL 2000
NHL 2000
1942
POLARIS SNOCROSS
PUCHI CART
QIX ADVENTURES
RAINBOW 6
SUZUKI ALL-STAR EXTREME RACING
TEST DRIVE: OFFROAD 3
TIGER WOODS PGA 2000
VIGILANTE 8
WICKED SURFING

SPRING 2000

F-1 RACING CHAMPIONSHIP
HERCULES
MINI RACERS
NIGHTMARE CREATURES 2
OGRE BATTLE
PERFECT DARK
STARCRAFT 64
ALICE IN WONDERLAND
BLASTER MASTER
CRYSTALIS
HEROES OF MIGHT & MAGIC
POKéMON TRADING CARD GAME
RAYMAN
RESIDENT EVIL
STREET FIGHTER ALPHA
TEST DRIVE CYCLES
TOMB RAIDER
TONIC TROUBLE
WACKY RACES
WARLOCKED

FUTURE

AIDYN CHRONICLES: THE FIRST MAGE
BANJO-TOOIE
CRUISIN' EXOTICA
DUCK DODGERS IN THE 23 1/2 CENTURY
ETERNAL DARKNESS
EXCITEBIKE 64
HARRIER 2001
JEREMY MCGRATH'S SUPERCROSS 2000
KIRBY 64
MICKEY'S SPEEDWAY USA
THE NEW ADVENTURES OF BATMAN
RIQA
RUSH 2049
SPIDER-MAN
STUNT RACE 3000
SUPER MARIO RPG 2
X-MEN
ZELDA GAIDEN
DAIKATANA ADVENTURE
MICRO MACHINES V3
LEGEND OF ZELDA
LOONEY TUNES COLLECTOR: ALERT
SAN FRANCISCO RUSH
SILICON VALLEY
WARIO LAND 3
ZELDA: FRUIT OF THE MYSTERIOUS TREE

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

Volume 130, March 2000

We've got your ticket to the Stadium, where you can take your 150 Pokémon to do battle. You've trained them in your Game Boy—now it's time to unleash them on your N64 with the Transfer Pak. The competition to become a Pokémon Master gets even tougher in 3-D. From minigames to battle strategies, we've got the Trainer tips that will help you get a perfect win.

Pokémon™ Stadium

Perfect Dark™



In March, we'll give you a briefing on a secret agent who will make you forget about 007. Joanna Dark is set to come in from the cold in Perfect Dark, Rare's red-hot first-person shooter. The top-secret preview is for your eyes only.

HydroThunder



Hit the ignition and don't bother raising sail—these boat races are a far cry from the America's Cup. Get your feet wet next month as you tackle out-of-this-world fantasy courses in this high-horsepower version of the arcade hit.

Nintendo Power Awards

Do you have any candidates for the best game of the year? How about best character? Next month you'll get a chance to put in your two cents as we present the Nintendo Power Award nominees. There is plenty of tough competition for the top awards, so keep your fingers crossed.

N64

1. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All Star Baseball 2000
7. All-Star Tennis '99
8. Armorines
9. Army Men: Sarge's Heroes
10. Asteroids
11. Automobili Lamborghini
12. Banjo-Kazooie
13. Bass Hunter 64
14. Bassmasters 2000
15. BattleTanx
16. BattleTanx 2
17. Beetle Adventure Racing
18. BioFreaks
19. Blast Corps
20. Blitz
21. Blitz 2000
22. Body Harvest
23. Bomberman Hero
24. Bomberman 64
25. Buck Bumble
26. Bust-A-Move 2
27. Bust-A-Move '99
28. California Speed
29. Carmageddon II: Carpocalypse Now
30. Castlevania
31. Castlevania II
32. Chameleon Twist
33. Chameleon Twist 2
34. Charlie Blast's Territory
35. Chef's Luv Shack
36. Chopper Attack
37. Clay Fighter 63⅓
38. Command & Conquer 64
39. Cruis'n USA
40. Cruis'n World
41. Dark Rift
42. Deadly Arts
43. Diddy Kong Racing
44. Donkey Kong 64
45. Doom 64
46. Dual Heroes
47. Duke Nukem 3-D
48. Duke Nukem: Zero Hour
49. Earthworm Jim 3D
50. Extreme-G
51. Extreme-G 2
52. F-1 Pole Position 64
53. F-1 World Grand Prix
54. F1 World Grand Prix II
55. F-Zero X
56. FIFA '99
57. FIFA Road to World Cup '98
58. FIFA Soccer 64
59. Fighter's Destiny
60. Fighting Force 64
61. Flying Dragons
62. Forsaken
63. 40 Winks
64. Fox Sports College Hoops '99
65. Gauntlet Legends
66. Gex 3: Deep Cover Gecko
67. Gex 64: Enter the Gecko
68. Glover
69. Goemon's Great Adventure
70. Golden Nugget
71. GoldenEye 007
72. GT 64 Championship Edition
73. Harvest Moon
74. Hexen
75. Hot Wheels
76. Hybrid Heaven
77. Iggy's Reckin' Balls
78. International Superstar Soccer '98
79. International Superstar Soccer 64
80. Jeff Gordon Racing
81. Jeopardy!
82. Jet Force Gemini
83. Ken Griffey Jr.'s Slugfest
84. Killer Instinct Gold
85. Knife Edge
86. Knockout Kings 2000
87. Kobe Bryant in NBA Courtside
88. Legend of the River King 64
89. The Legend of Zelda: Ocarina of Time
90. Lego Racers
91. Lode Runner 3-D
92. Mace the Dark Age
93. Madden '99
94. Madden 64
95. Madden NFL 2000
96. Magical Tetris Challenge featuring Mickey
97. Mario Golf
98. Mario Kart 64
99. Mario Party
100. Mike Piazza's StrikeZone
101. Milo's Astro Lanes
102. Mischief Makers
103. Mission: Impossible
104. MLB featuring Ken Griffey Jr.
105. MLBPA Bottom of the 9th
106. Monaco Grand Prix Racing Simulation 2
107. Monopoly
108. Monster Truck Madness
109. Mortal Kombat 4
110. Mortal Kombat Mythologies: Sub-Zero
111. Mortal Kombat Trilogy
112. Multi Racing Championship
113. Mystical Ninja Starring Goemon
114. Nagano Winter Olympics '98
115. NASCAR '99
116. NBA Courtside 2 Featuring Kobe Bryant
117. NBA Hangtime
118. NBA In the Zone '98
119. NBA In the Zone '99
120. NBA Jam '99
121. NBA Jam 2000
122. NBA Live '99
123. NBA Live 2000
124. The New Tetris
125. NFL Quarterback Club '98
126. NFL Quarterback Club '99
127. NHL Blades of Steel
128. NHL Breakaway '98
129. NHL Breakaway '99
130. NHL '99
131. NHLPA and NHL Present Gretzky's 3-D Hockey '98
132. Nightmare Creatures
133. Nuclear Strike
134. O.D.T.
135. Off-road Challenge
136. Olympic Hockey Nagano '98
137. Paperboy
138. Penny Racers
139. PilotWings 64
140. Pokémon Snap
141. Quake
142. Quake II
143. Quest 64
144. Rainbow Six
145. Rampage Universal Tour
146. Rampage World Tour
147. Rayman 2: The Great Escape
148. Ready 2 Rumble
149. Resident Evil 2
150. Re-Volt
151. Road Rash
152. Robotron 64
153. Rocket
154. Rugrats: Scavenger Hunt
155. Rush 2
156. San Francisco Rush: Extreme Racing
157. S.C.A.R.S.
158. Shadowgate 64
159. Shadow Man
160. Snowboard Kids
161. Snowboard Kids 2
162. South Park
163. Space Invaders
164. Space Station Silicon Valley
165. Starcraft 64
166. Star Fox 64
167. Star Soldier: Vanishing Earth
168. *Star Wars*: Episode I: Racer
169. *Star Wars*: Rogue Squadron
170. *Star Wars*: Shadows of the Empire
171. Starshot
172. Supercross 2000
173. Super Mario 64
174. Super Smash Bros.
175. Superman
176. 1080° Snowboarding
177. Tetrisphere
178. Tonic Trouble
179. Top Gear Overdrive
180. Top Gear Rally
181. Top Gear Rally 2
182. Toy Story
183. Toy Story 2
184. Triple Play 2000
185. Turok: Dinosaur Hunter
186. Turok: Rage Wars
187. Turok 2: Seeds of Evil
188. Twisted Edge Snowboarding
189. Vigilante 8
190. Virtual Chess 64
191. Virtual Pool 64
192. V-Rally: Edition '99
193. Waialae Country Club: True Golf Classics
194. War Gods
195. Wave Race 64
196. Wayne Gretzky's 3-D Hockey
197. WCW Mayhem
198. WCW Nitro
199. WCW/nWo Revenge
200. WCW Vs. nWo: World Tour
201. Wetrix
202. Wheel of Fortune
203. WinBack
204. Wipeout 64
205. World Cup '98
206. World Driver Championship
207. Wrestlemania 2000
208. WWF Attitude
209. WWF: War Zone
210. Xena: Talisman of Fate
211. Yoshi's Story

Game Boy

212. A Bug's Life
213. All-Star Baseball 2000
214. Antz
215. Arcade Hits: Defender/Joust
216. Arcade Hits: 720 Degrees
217. Arcade Hits: Spy Hunter/Moon Patrol
218. Army Men
219. Asteroids
220. Babe's Friends
221. Beauty and the Beast
222. Black Bass Lure Fishing
223. Blitz
224. Bomberman GB
225. Bubble Bobble
226. The Bugs Bunny Crazy Castle 3
227. Bust-A-Move 2
228. Bust-a-Move '99
229. Carrot Crazy
230. Castlevania Legends
231. Catwoman
232. Centipede
233. Chase HQ
234. Chessmaster
235. Conker's Pocket Tales
236. Deer Hunter
237. Donkey Kong
238. Donkey Kong Land
239. Donkey Kong 2: Diddy's Kong Quest
240. Donkey Kong Land 3
241. Dr. Mario
242. Duke Nukem
243. Earthworm Jim: Menace II the Galaxy
244. FIFA 2000
245. Final Fantasy Adventure
246. Final Fantasy Legend
247. Final Fantasy Legend II
248. Final Fantasy Legend III
249. Frogger
250. Game & Watch Gallery
251. Game & Watch Gallery 2
252. Gex
253. Godzilla
254. Harvest Moon
255. Hole in One Golf
256. ISS 2000
257. James Bond 007
258. Ken Griffey Jr. Presents: MLB
259. Ken Griffey Jr.'s Slugfest
260. Kirby's Dream Land 2
261. Kirby's Pinball Land
262. Klax
263. Legend of the River King GB
264. Legend of the Sea King
265. The Legend of Zelda: Link's Awakening DX
266. Logical
267. Looney Tunes
268. Madden NFL 2000
269. Magical Tetris Challenge
270. Mario Golf
271. Mega Man
272. Mega Man V
273. Men in Black
274. Metroid II: Return of Samus
275. Mickey Mouse: Magic Wand
276. Mickey's Adventure Racing
277. Monopoly
278. Montezuma's Return
279. Mortal Kombat 4
280. Motocross Maniacs 2
281. Ms. Pac-Man
282. Mulan
283. NBA in the Zone
284. NBA Jam '99
285. NHL Blades of Steel
286. NHL Blades of Steel 2000
287. Paperboy
288. Pitfall
289. Pocket Bowling
290. Pocket Bomberman
291. Pokémon
292. Pokémon Pinball
293. Pokémon Yellow
294. Power Quest
295. Prince of Persia
296. Puzzle Master
297. Quest for Camelot
298. Quest RPG: Brian's Journey
299. R-Type DX
300. Rats
301. Rugrats
302. Rugrats Time Machine
303. Shadowgate Classic
304. Shanghai Pocket
305. Small Soldiers
306. Smurfs Nightmare
307. Spawn
308. Spy Vs. Spy
309. Super Breakout
310. Super Mario Bros. DX
311. Super Mario Land
312. Super Mario Land 2: 6 Golden Coins
313. Survival Kids
314. Tarzan
315. Tetris Attack
316. Tetris DX
317. Top Gear Pocket
318. Turok 2
319. Twouble
320. Wario Land: Super Mario Land 3
321. Wario Land II
322. WWF Attitude
323. WWF Raw
324. Yar's Revenge
325. Yoda Stories
326. Zebco Fishing

Upcoming Releases & Other Picks

327. 1942 (Game Boy)
328. Aidyn Chronicles: The First Mage (N64)
329. Alice in Wonderland (Game Boy)
330. Andretti Racing (N64)
331. Azure Dreams (Game Boy)
332. Batman and Robin (N64)
333. BattleTanx (Game Boy)
334. Battlezone (N64)
335. Bionic Commando (Game Boy)
336. Blues Brothers 2000 (N64)
337. Bomberman 3 (N64)
338. Brunswick Circuit Pro Bowling (N64)
339. Caesars Palace (N64)
340. Carnivale (N64)
341. Castlevania II (Game Boy)
342. Croc (Game Boy)
343. Crystalis (Game Boy)
344. CyberTiger (N64)
345. Daffy Duck (Game Boy)
346. Daikatana (N64)
347. Déjà Vu I & II (Game Boy)
348. Destruction Derby 64 (N64)
349. Dolphin
350. Duck Dodgers in the 24½ Century (N64)
351. EarthBound 64 (N64)
352. Elmo in Grouchland (Game Boy)
353. Eternal Darkness (N64)
354. F1 World Grand Prix (Game Boy)
355. Ghosts & Goblins (Game Boy)
356. Harrier 2001 (N64)
357. Hercules (N64)
358. Heroes of Might & Magic (Game Boy)
359. HydroThunder (N64)
360. Hyper Bike (N64)
361. Jeremy McGrath's Supercross 2000 (N64)
362. Kirby 64 (N64)
363. Lufia: Runes Chaser (Game Boy)
364. Mega Man 5 (Game Boy)
365. Metal Gear Solid (Game Boy)
366. MK: Special Forces (N64)
367. NBA in the Zone 2000 (N64)
368. NBA in the Zone (Game Boy)
369. NHL Blades of Steel 2000 (N64)
370. Nightmare Creatures 2 (N64)
371. Ogre Battle 3 (N64)
372. Perfect Dark (N64)
373. Pokémon Stadium (N64)
374. Rainbow Six (Game Boy)
375. Rally Racing (Game Boy)
376. Rat Attack (N64)
377. Resident Evil (Game Boy)
378. Ridge Racer 64 (N64)
379. Riqa (N64)
380. San Francisco Rush (Game Boy)
381. South Park Rally (N64)
382. Space Station Silicon Valley (Game Boy)
383. Speedy Gonzales (Game Boy)
384. Spider-Man (N64)
385. Street Fighter Alpha (Game Boy)
386. Super Mario Adventure (N64)
387. Tamagotchi (N64)
388. Taz Express (N64)
389. Tazmanian Rush (Game Boy)
390. Tiger Woods PGA 2000 (Game Boy)
391. Titus the Fox (Game Boy)
392. Toy Story 2 (Game Boy)
393. Transfer Pak
394. Vegas Games 2000 (Game Boy)
395. Vigilante 8: Second Offense (N64)
396. Wicked Surfing (Game Boy)
397. Wildwaters (N64)
398. X-Men (N64)

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64—Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB), Game Boy A-Go-Go.

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64—Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure, *Star Wars:* Episode I: Racer, Ghosts 'n' Goblins, Game Boy-a-Go-Go.

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven—Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship—Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review—Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars:* Episode I: Racer Review—Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars:* Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

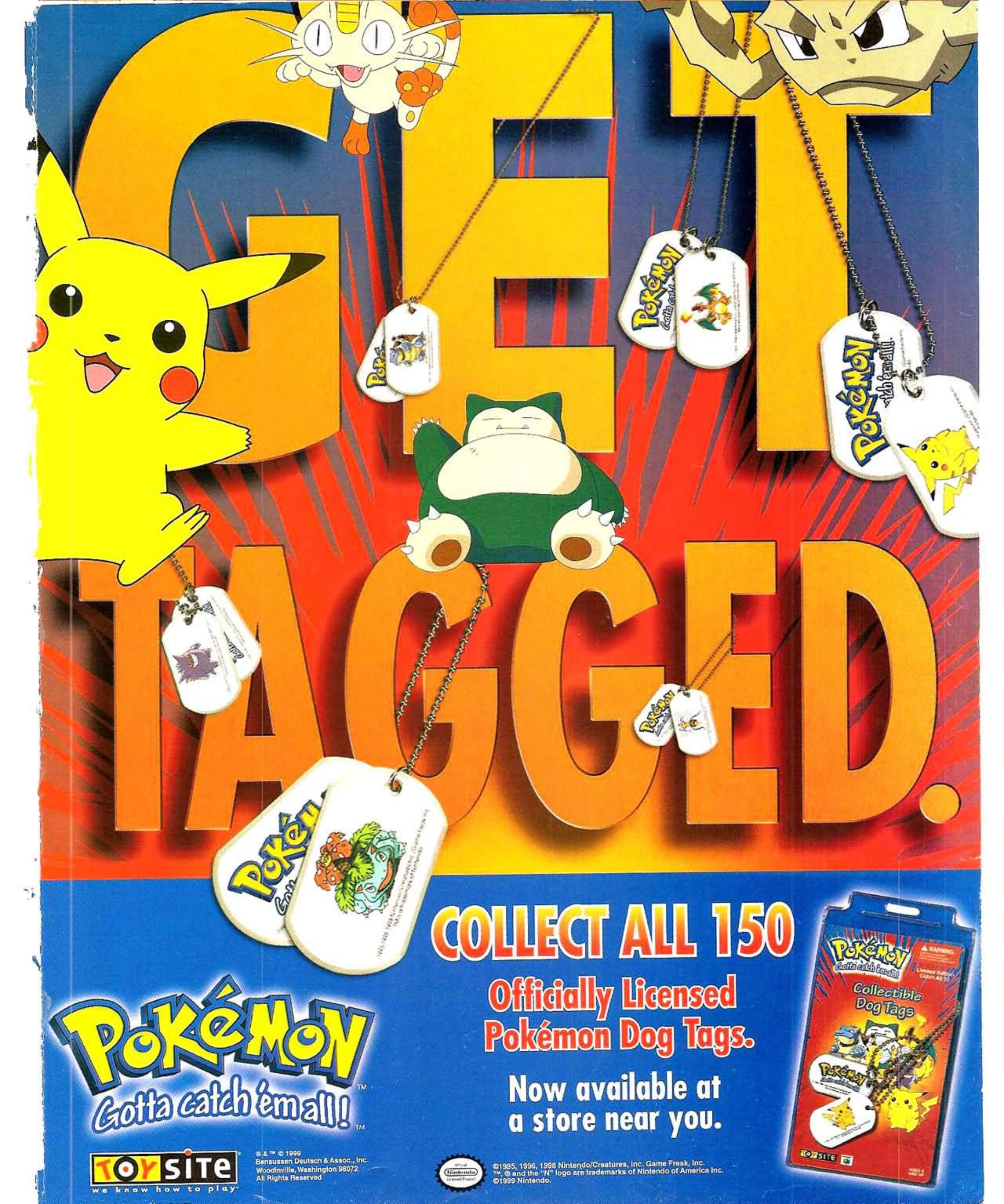
Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review—Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, NP Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review—Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review—Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

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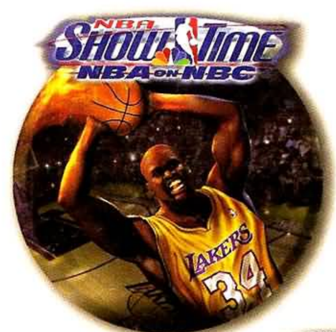




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